

# CSE 120 Game 3(a)

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## 1 Game name

TBD

## 2 Player movement

Player will have a tight movement:

Acceleration: Instant

Max Speed: 10

Deceleration: Instant

Jump Height: 3.5

Down Gravity: 1.5

Duration: 2

## 3 Visual asset packs

The game will use the 1-Bit Platformer Pack for the playform elements, with a custom player avatar. Particle will mainly be just simple geometries, potentially using the Particle Pack.

## 4 Audio

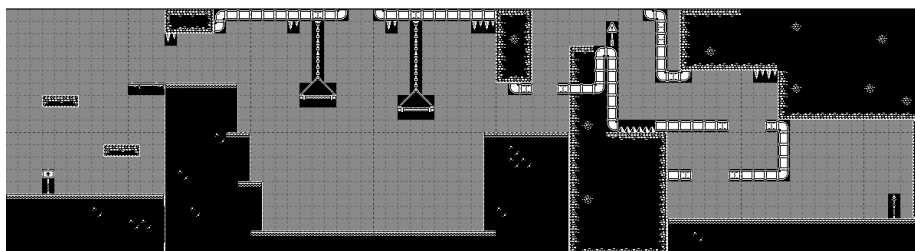
The game will use the Sci-fi Sounds assets pack for the game audio.

## 5 Collectibles

The game will have coins and hearts for the collectibles. Collecting coins will award scores for the player.

## 6 End of level condition

The game will end once the player reaches the end/ dies in the middle.



## 7 Camera

The camera will be fixed vertically, and will slightly move towards the direction of the player's movement.

## 8 Level

See figure.