

Final Project Proposal: Purple Pineapple 2D platformer

(Create a platformer)

We create a platformer with multiple levels, and aspects to the game. To do this we will use a stack to maintain the current “mode”/panel to be processed and drawn. We will use sorts to sort the data that we get such as score, deaths and keep track of coins and such.

Our levels will be loaded using a scanner that parses through a text file and adding blocks to a 2D arraylist which we call upon to draw. Different blocks have different properties and there will also be entities, enemies and others.

There also will be an introMenu, intro animation, overworld, pause page, credits, end scene and of course, levels and stats page.

We keep track of the player’s position and will translate the map accordingly. Collisions will be done using java’s Rectangle class and jump mechanics will use simple y velocity.

There’s also Jason’s great hand drawn art, Ariel’s genius enemies, and Russell’s godly levels.

And there’s music too.