PiPer

Game objective:

Achieve the highest climb possible while jumping and avoiding stationary and moving obstacles.

Game Design:

Player is climbing the edge of a revolving cylindrical shape. The player has to quickly adapt to the changing environment and land on platforms of different shape and placement and avoid falling into the abyss.

Current Progress:

- Overall level shape.

- Camera following the player as he moves.

- Side and bottom player collision detection with platforms on the edge of the cylinder has been implemented.

- Falling platforms have been implemented

To Do:(near future)

- remove the ability of a player to pause the movement by getting stuck at the edge of an obstacle.

- Decide on a level design protocol.

- Loading and saving the game level.(far)

- Player movement modification and tweaking.

- Test obstacle placement and set them as templates for level implementation.

Current bugs:

- Player hitting the platform while in mid air causes the camera to move .

- Player moving slightly in the z axis causing the player to fall off the platform.