**Summary**

My project is an arcade game with a 3rd person player. The player has to deal with obstacles/enemies in order to reach the gateway for the given amount of time. For now, the basic features are moving and jumping.

The game still lacks some features like enemies, player collision with obstacles, and timing. The project is nearly 50 % complete.

**Details**

I have implemented player movements, sound, ground blocks/obstacles, and the background. I have decided to use all of these because it is a standard set of things that an arcade game of such type should include. I used the Mario game as an example.

**Visuals**

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**How to Test**

In order to play the game, you will need to use arrow keys to move and space to jump.

There are some issues that appear when the player collides with the ground blocks. Specifically, the blocks are clinging to the player.

**How to Review**

I would like to have feedback on the graphics and the player animation.

In my project, I used camera-following, collision, player movement controller, animation, and sound.

I used textures for the background, ground blocks, obstacles (water/spikes), and the player.

The game looks like something between Mario and Sonic. It is made in a pixelated style and with classic arcade background music. It is supposed to be a fast-paced game. The player should feel the need to hurry up as in order to complete the level he will need to reach the exit on time.