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Period 2
Group Members: Joseph (SOLO)
Group Name: Jolo
Project Title: Skyline : Platformer

1. DESCRIPTION
- Skyline is a 2-Dimensional Platforming Game in which a character, Aurora, has to traverse environments to reach an end goal. The game is set in space-like environments, leading to the secondary objective of the game: collecting stars. Small stars will be laid out throughout the environments to collect. Do they count for anything? No, but it'll make you happy to know you collected them all.
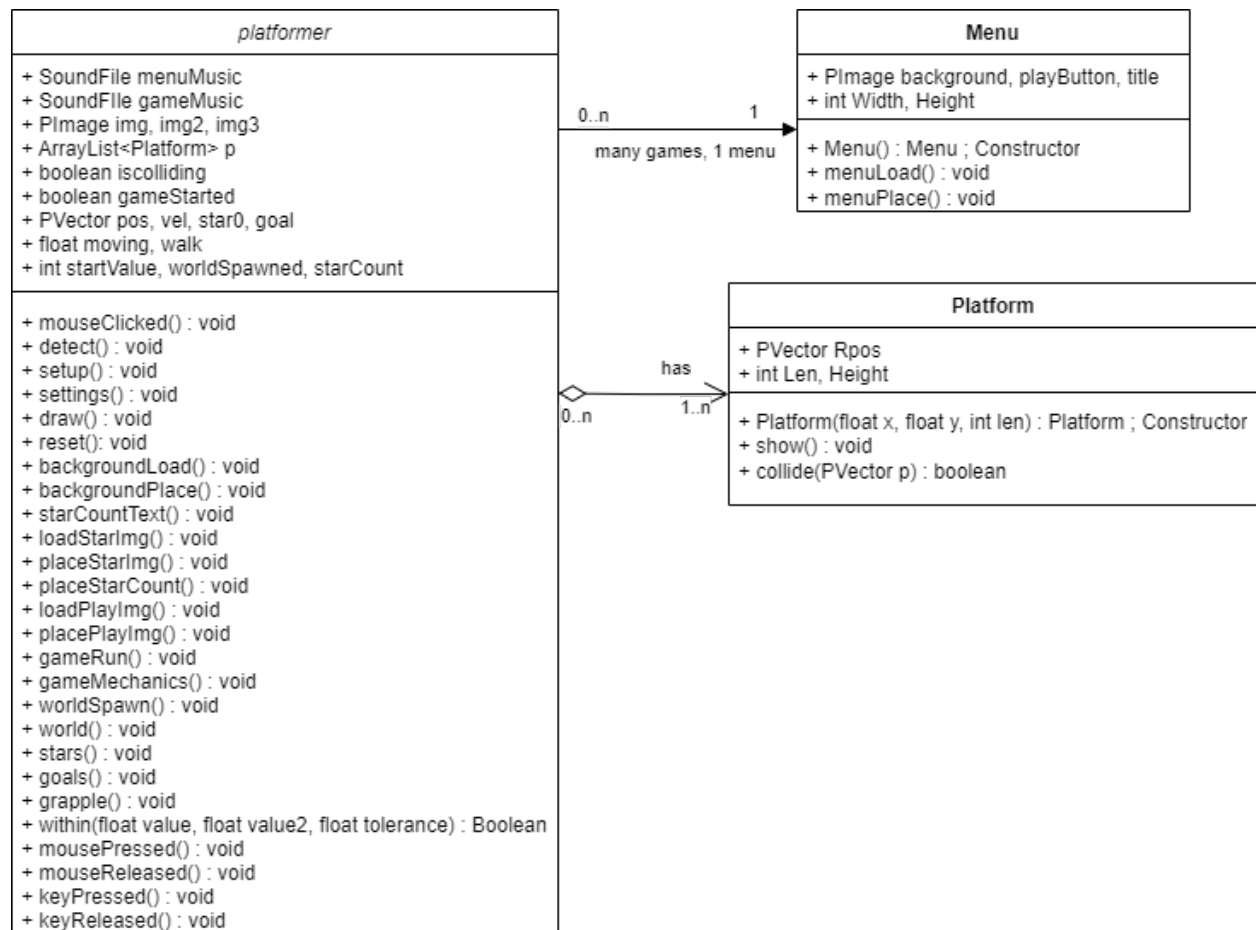
Functionalities:
- Movement:
    - You can move in any direction you like! Use the 'A' & 'D' keys to move left and right, and use 'SPACE" to jump.

    - Use your mouse nearby the player and click to activate a rope tool. The rope tool is used to help you traverse environments and make longer jumps.
- Collision:
    - The player can collide with platforms and other physical objects within the game, allowing for orderly gameplay, not falling into an infinite void, and fun challenges getting around obstacles.
- Menus:
    - There are some menus to interact with using your mouse.
- Music:
    - Music embedded into the game to add to enjoyment and immerse you in the environment.

Not Implemented:
- Extra Levels:
    - There are currently only 2 levels, the other 4 were not implemented.
- Full Collision:
    - Only platforms can be collided with. Extra obstacles can be phased through.

platformer

+ SoundFile menuMusic
+ SoundFIle gameMusic
+ PImage img, img2, img3
+ ArrayList<Platform> p
+ boolean iscolliding
+ boolean gameStarted
+ PVector pos, vel, star0, goal
+ float moving, walk
+ int startValue, worldSpawned, starCount

+ mouseClicked() : void
+ detect() : void
+ setup() : void
+ settings() : void
+ draw() : void
+ reset(): void
+ backgroundLoad() : void
+ backgroundPlace() : void
+ starCountText() : void
+ loadStarImg() : void
+ placeStarImg() : void
+ placeStarCount() : void
+ loadPlayImg() : void
+ placePlayImg() : void
+ gameRun() : void
+ gameMechanics() : void
+ worldSpawn() : void
+ world() : void
+ stars() : void
+ goals() : void
+ grapple() : void
+ within(float value, float value2, float tolerance) : Boolean
+ mousePressed() : void
+ mouseReleased() : void
+ keyPressed() : void
+ keyReleased() : void

0..n   1
many games, 1 menu

Menu

+ PImage background, playButton, title
+ int Width, Height

+ Menu() : Menu ; Constructor
+ menuLoad() : void
+ menuPlace() : void

has
0..n   1..n

Platform

+ PVector Rpos
+ int Len, Height

+ Platform(float x, float y, int len) : Platform ; Constructor
+ show() : void
+ collide(PVector p) : boolean

3. INSTRUCTIONS
- Run the program and wait–it will take a few seconds to launch
- The menu will have a title "Skyline" at the top, a background image, music, and text on the left of your screen saying "PLAY"; Press "PLAY"
- You will spawn into a basic level. Use the keys 'A' , 'D', & 'SPACE' to move 'LEFT', 'RIGHT', & 'UP' respectively.
- Use your MOUSE & CLICK/HOLD to use your rope tool.
- DRAG the rope tool to move your player around with it.
- Reach the white star to collect; Reach the blue square to move on to the next level.
- If you need to reset to the original platform, press 'R'