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| A picture of a winding road and trees  PintMan2d  Developer Diary | Abstract  A comical 2D scrolling platformer.  KEVIN BARRY - Student  Mobile Application Development 3 |

PintMAn2D

Contents

[the rate of increasing difficulty 2](#_Toc528058517)

[the speed of gameplay 2](#_Toc528058518)

[win/loss conditions  2](#_Toc528058519)

[Gain points: 2](#_Toc528058520)

[Lose Point: 2](#_Toc528058521)

[the placement of the controls 2](#_Toc528058522)

[the appropriateness of the control mechanics 2](#_Toc528058523)

[the user of colours and text elements on the user interface 2](#_Toc528058524)

# Introduction

Pintman2d is a comical 2D platformer where the user, Paddy Losty, must navigate through the levels collecting pints and crisps while avoiding bottles of water.



# Developer Log

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| --- | --- | --- |
| Date | Task | Comment |
| 09/11/18 | Firing weapon | Control = V  Fires a star  +50 points kill enemy  Particle effect  Star destroyed on contact  Ignores checkpoints |
|  | Player Animation | Walking  Idle  Jumping |
|  | Level Selection | End level point  Level menu |
|  | Pints | Rotation |
|  | Menu | Level Select  New Game  exit |

# the rate of increasing difficulty

More Enemies as game progresses

Level of difficulty navigating levels increases

Unlock further range on shooting object

More shots on enemy to destroy

# the speed of gameplay

# win/loss conditions 

## Gain points:

Collect Pint object +100

Kill enemy +50

## Lose Point:

Touch Water -50 

# the placement of the controls

w next level

v shoot

space jump

< > left right

W next level

# the appropriateness of the control mechanics

# the user of colours and text elements on the user interface