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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

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# 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 |
|  |  |  |
| 10/11/18 | Enemy | Updated Sprite  Added Animation |
|  | Star(Weapon) | Script to destroy unused object |
|  |  |  |
| 12/11/18 | Tile Maps |  |
|  | Health System User | Added numerous hits to kill enemy |
|  | Health System Player | Added numerous hits to kill enemy |
|  | player | Knockback on enemy contact |
| 02/12/18 |  |  |
|  | Live System | Carry lives through levels  Rest lives on new game |
|  | Score | Carry score through levels |
|  |  | Reset score on new game |
|  | Time system | Set countdown time |
|  |  | Timer stop on pause |
|  |  | Time gone lose life |
|  |  |  |

# 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

Esc open pause menu

# the appropriateness of the control mechanics

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