Game Programming Final Project

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For this final project, I will be doing an infinite side scrolling runner/platformer type game. The player will control a man who has recently escaped from prison and is currently on the run from the police. The player will have to run and jump across buildings in the form of a tile set. The player will automatically run; however, they would have to control the man’s jumping and the direction he is moving. The game will end if the player falls off the roof, and it will keep score on how far you run, utilizing a high score function.