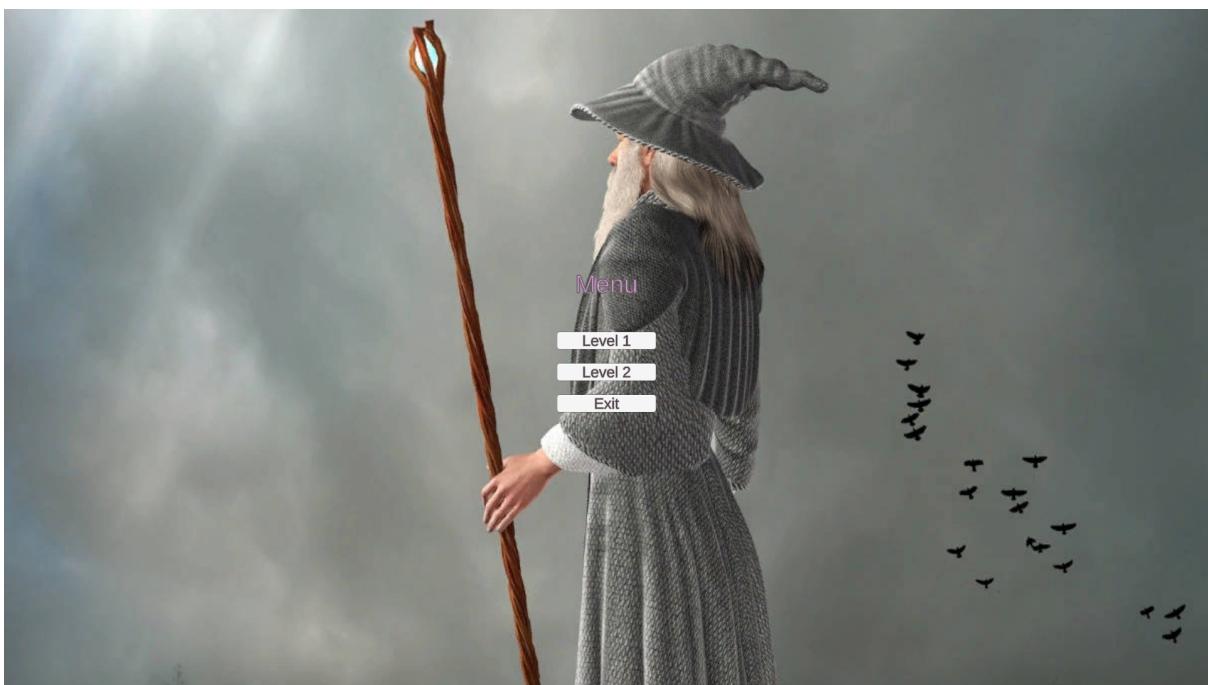


# Accio (2D Platformer Game)

-By Kiedy

## 1. Menu Screen (Home Screen).



You will be shown a menu screen. There are 3 options as follows

- ❖ **Level 1:** Click on this and you will be taken to the level 1 screen where you will be playing and defeating level.
- ❖ **Level 2:** Click on this and you will be taken to the level 2 screen where you will be playing and defeating level.
- ❖ **Exit:** Click on this button and you will exit the game.

## **2. Level 1 and 2 consists of the following contents:**

**Wizard:** The Wizard is controlled by a player by pressing the A, D, and SPACE keys on the keyboard. He cannot take damage for 2 seconds after getting hurt by obstacles or enemies.



**Spikes:** In this level, there are wooden spikes that damage the player. A player has to avoid the spikes by jumping over them. If the player touches the spikes, the player has to lose one life.

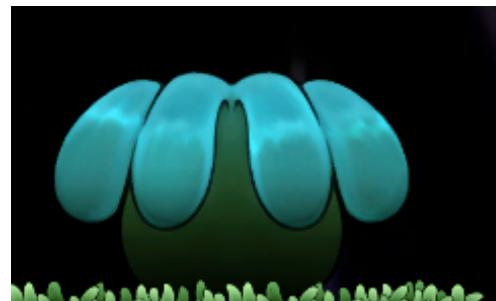


**Slime:** There are slimes which after collecting increase the score of the player.

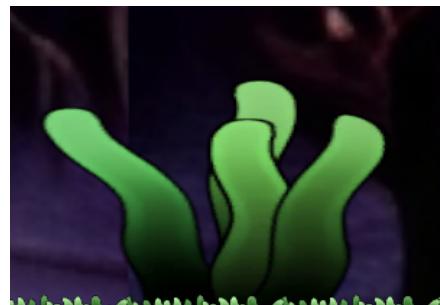


## **Then, there are 3 plants**

1. Responsible for the high jump. This plant gives the player the ability to jump higher.



2. This plant is responsible for giving the ability to run fast.



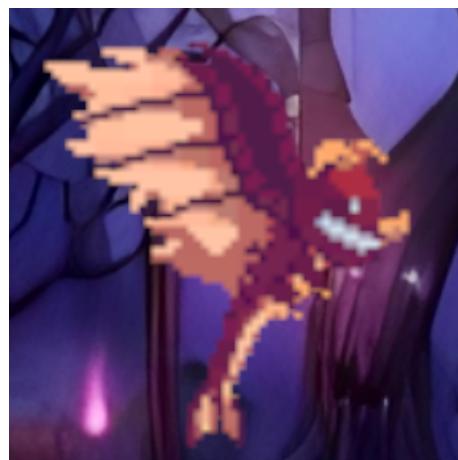
3. This plant takes away the abilities of the player. High jump, and Fast run.



**End Point (Exit the level):** To exit the level you have to score 5 slimes at least and then enter the next level through the building(End Point).



**AI Enemy:** When the wizard enters in some particular region the AI enemy will follow the wizard and he has to miss the attack from the enemy or the wizard will lose his one life.



**Lava:** If the wizard falls in the lava then he will lose his 1 life immediately and can only come out if he has high jumping ability.

