Platformer Game Modification Documentation

This document records the modifications made to the provided Platformer game project. Each change is explained with the reasoning behind it and its impact on player experience.

## Frosty Theme Update

• Change: Changed the visual theme of the map, including platforms, character, enemies, and background, into a frosty/winter theme.

• Why: To give the game a unique visual identity and create a refreshing atmosphere compared to the original look.

• Player Experience Impact: Players feel immersed in a frosty adventure, making the game more engaging and visually appealing.

## Double Jump Enabled

• Change: Enabled the player character’s ability to perform a double jump.

• Why: To increase mobility and allow players to reach higher platforms and navigate levels more dynamically.

• Player Experience Impact: Players have more freedom of movement and the gameplay feels more fun and skillful.

## Coin Collection Win Condition

• Change: Modified the win condition so that the player must collect all coins before being able to win when touching the flag.

• Why: To add an objective beyond just reaching the flag and to encourage exploration of the level.

• Player Experience Impact: Players are motivated to fully explore levels and complete challenges before advancing, making gameplay more rewarding.

## Increased Enemy Speed

• Change: Increased the movement speed of enemy characters.

• Why: To raise the difficulty level and keep players alert while navigating the map.

• Player Experience Impact: Players face more challenging encounters with enemies, making the game more intense and engaging.

## Audio Enhancements

• Change: Added background music and sound effects for jumping and coin collection.

• Why: To enhance immersion and provide audio feedback that makes actions feel more satisfying.

• Player Experience Impact: Players experience a richer atmosphere, with sound cues reinforcing actions and creating a more polished game feel.