Deviation from Original Design

There were a few changes I made from the initial design to keep the game within a reasonable scope.

The first was renaming the game to "Sticks" because I preferred that title. The game remains as a 2D platformer where the player controls a stick figure, but I replaced the third selectable ability at the start, which was originally intended to be invisibility, with enhanced health. This change made the coding process more straightforward and fit better with the existing enemy mechanics.

The player still navigates the world using the keyboard (WASD, arrow keys, and the space bar), but I added new movement abilities such as wall sliding, wall jumping, and double jumping, and designed the levels to complement these features.

Enemies were included in the final version, though I only had time to create one type instead of multiple difficulty levels as originally planned. They can follow the player around the map, even jumping between platforms, and they despawn and respawn based on the player's distance. The player can now also shoot bullets to defeat enemies, which take three hits to eliminate.

Additionally, I increased the starting number of lives from three to ten (or more with enhanced health) since three felt too punishing and led to overly quick deaths. While I didn't have time to implement the full storyline or the planned boss fight, I did keep the idea of collecting scrap pieces of paper at the end of each level as a nod to the narrative.

On the artistic side, I created custom artwork for the main title screen and other UI elements, and hand-drew the player and enemy sprites.

And finally, I added interactive platform elements such as bounce traps, which propel the player upward, and spike traps, which inflict damage.