

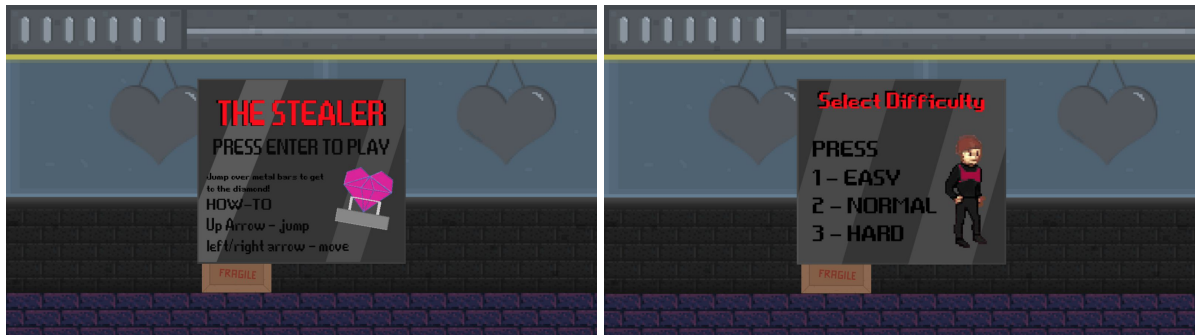
Artistic Vision

For this project I am going to be continuing on with my game from Project 01 titled The Stealer. To start off I am going to be fixing the collision detection issues I had with the first project to have them working at 100% and remove any hard coded temporary fixes I did with the first project. Following that I want to remove that giant jewel at the end of the game maybe replace it with a ladder or door and add 1 or 2 levels to the game and have the jewel be at the end of the last level. Ideally each level would become slightly more challenging in terms of obstacles to avoid, so in the first level it was the metal bars that came up from the ground, the next level could be lasers that the user has to jump/duck to avoid being hit.

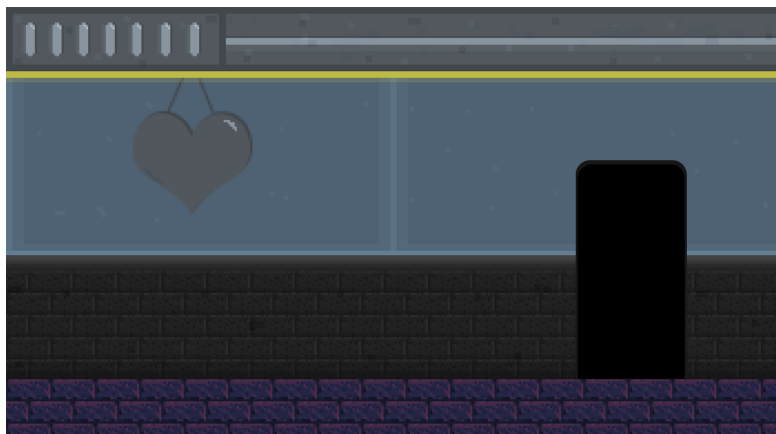
Technical Challenges

With that being said I think my biggest challenge I'll be facing in completing this project is collision detection however I already have a base to work with from my first project so I am fairly confident that I will be able to overcome any collision detection issues especially having done the exercise 5 as a brick breaker game. Doing that exercise did make me realize where I was going wrong in the first project for collision detection as I kept doing collision detection as a circle instead of a square which was why there were moments the character would be floating in the air instead of the ground.

Visual Sketches



Visually for the beginning there wouldn't be any changes, the end however will be something like the following image and when the character reaches the door/entrance the next level will start.



The character images I made for the first project will be staying the same throughout the game:

