

CMAC3720 2D Team Assignment
Spring 2024

The following 2D platform game is to be created by the team as chosen on January 30th. Each member of the team must contribute to the creation of the game. The game should have the following features:

- The game must have a user interface which gives the player information about things like the players status, health, time, score, etc.
- The game must have an introduction screen which at least allows the player to start a game, set options, and exit the game.
- The game must include at least four levels of increasing difficulty.
- The game must include at least two NPCs per level which are acting against the player's goals
- The player's character must be at least able to walk, run, and jump while animated.
- The game must have at least two types of pickups which effect the players status or abilities, or the status of the game.
- The game must have at least a minimal story which explains why the characters do what they do.
- The aesthetics of the game must match the story.
- At least one part of the environment should move allowing for an effect on the playing of the game.
- An instruction screen

The finished game should be packaged so as to create a stand-alone game that can be run on any PC. The entire set of development directories should be compressed and uploaded with the executable version of the game onto D2L. The game will be presented in the classroom. The contributions of each team member should also be written up and uploaded to D2L