

My final project idea is the story of a prince walking through several places (game) to rescue the princess. Each place/scene represents an independent game layer, which means you need to pass one layer to get to the next game layer.

The primary three challenging aspects would be:

1. Character of Hero, Princess and several tools:

- Hero: arms, legs, shoes, hat
- Princess: arms, legs, dress
- Tools:
 - shoes (increase walk speed)
 - hat (protect hero from wind, wind will slow down speed)
 - keys (to open the door)

2. Collision detection/ Lighting Effects

- Different game layers have different natural scenes to represent morning/afternoon/night which requires different brightness and value of light.
- Advanced task: if things go well, we can add street lamp to night scene, which is multiple light source.

3. More game layers instead of only one in Envy My Car.

- Design of several game layers (scene/objects/light source/time)