## GV Jumpers Checkpoint

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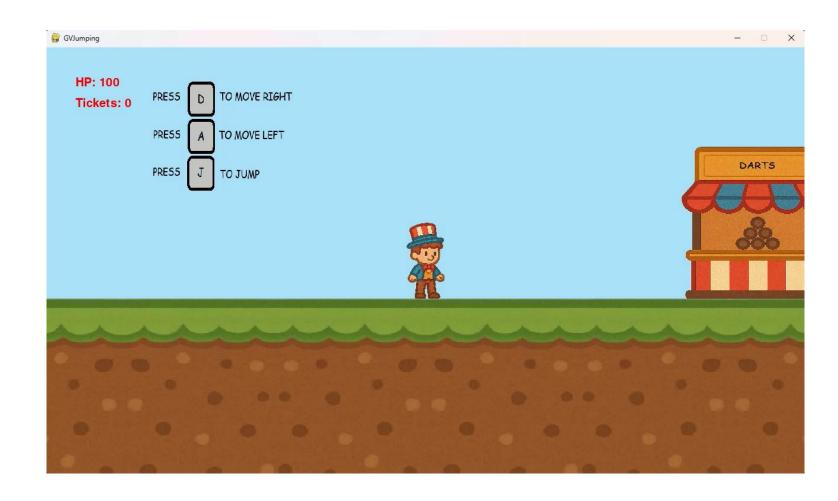
### Project Summary

- A 2D platformer that takes place within a carnival setting
- Able to move around the main level and play 3 minigames
  - o Darts
  - o Block-moving puzzle game
  - Cards
- Can access a dungeon area to fight and defeat monsters
- Goal: Collect enough tickets by either playing minigames or defeating monsters to leave the park

### **Ghant Chart**

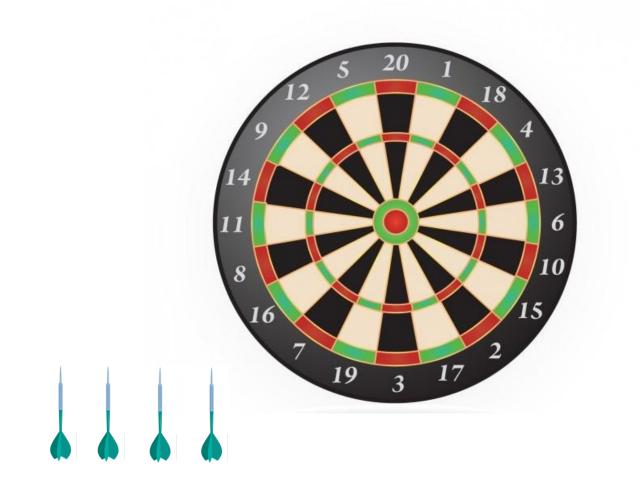
		Week 1: May 11 - 17		Week 2: May 18 - 24		Week 3: May 25 - 31		Week 4: June 1 - 7		Week 5: June 8 - 14		Week 6: June 15 -17	
Stage 1	% Complete												
Brainstorm project ideas	100												
Choose an idea	100												
Decide what tools to use	100												
Assign individual roles	100												
Layout development schedule	100												
Stage 2													
Build platformer	50												
Build darts minigame	50												
Build puzzle minigame	50												
Build card minigame	50												
Individual deliverables / presentation	100												
Stage 3													
Integrate minigames into platformer	0												
Testing	0												
Fix bugs / continue building	0												
Stage 4													
Final Testing	0												
Final Deliverable	0												
		Comp	leted	In Progress		Not Started		Due					

# Platformer Demo



### Demo - Darts

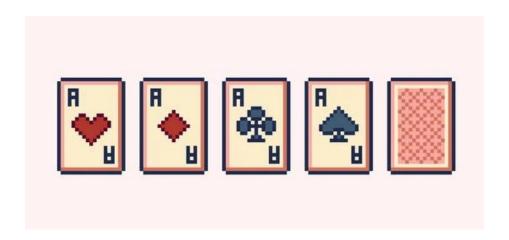
Score: 301

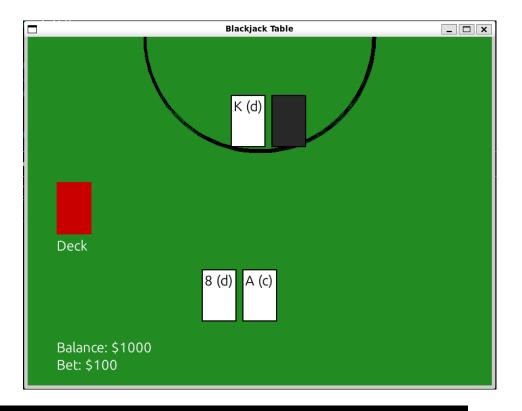


### Puzzle Demo



#### Demo - Cards





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Place a bet or enter x to quit! Your Balance: 10.00 credits

Bet:
```