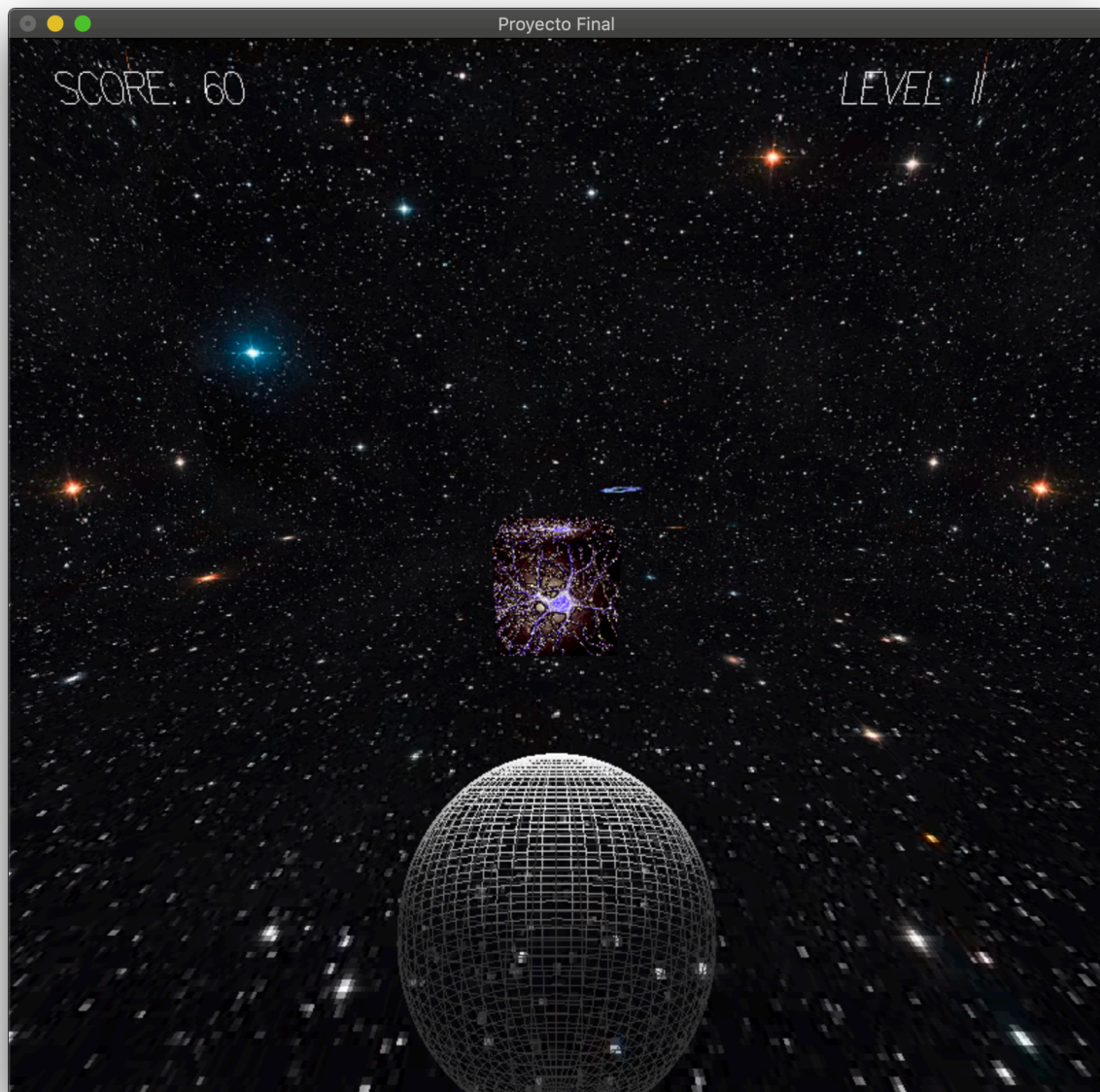


# Final Project



## ★ Functionalities:

The objective is to reach the end of a road with obstacles.

At least 3 levels must exist with at least 30 seconds each.

## ★ Player:

- ★ Jump, slide, protect, punch, pick items

- ★ Obstacles

- ★ rocks, steps, holes, fireballs with horizontal movement, walls, boxes

- ★ Collision detect

- ★ Illumination

- ★ Details and texture

- ★ Music and Text

- ★ Extras (10%)