# Mobile Applications Development 3 Project

## Intro

## Author: Shane Moran

## 2D Unity Platform Game

The design document was made out to develop a platformer game. The main concept’s will be to move an avatar or character through an ever-changing world and in doing so, you will have to jump over obstacles, defeat enemies and collect bonuses. The overall aim is to collect as many of these bonuses, which will accumulate to overall score before finishing.

## Research

### Hudson’s Adventure Island (NES)

### Super Mario

### Little Big Planet (PlayStation)