This assignment is using the SDL base from Game Programming 1 clone assignment.

**Win/lose conditions**

The player is a fox has 3 lives and the enemy is the eagle, once it collide with the eagle the player lose one life, the win condition is to keep alive before the timer running out, the lose condition is running out all 3 lives before the counting down completed.

**3+ game states**

**Menu state**---Main Game State, Setting State, Tutorial State

**Main Game State**---Pause State, Play State, GameOver State, Win State

**Game Over State**--Restart State

**Win State**--- Back State

**Easing**

Add some feedback like sound and black outline for selecting, and add fantastic hand-drawing background by myself

**Collision detection and resolve**

Fox and eagle collision detection added

**3+ different keyframe animations**

Player running animation-6 frames-looping

Player Jumping animation-2 frames-play once when called

Player Get hurt animation-2 frames-play once when called

Eagle animation-4 frames-looping

**3+ layers of background parallax scrolling**

1. Fast-The grass,the ground
2. Middle-The hill

3-Slow-the cloud

**Camera shake**

The screen would shake when the fox get hurt(collided)

**3+ settings configuration file**

screen width+height

Shake extent

The speed of background\_grass scolling

**Music and Sound Effects**

Background Music

Menu Selecting Sound

Player Jumping Sound

Player Get Hurt Sound