Platformer game

Variables

Key press and releases

Platform total

Platform number

Jumping

Constants

Key used for controlling character

Functions needed

Player movement = detects key press and increases x speed or y speed according to key press

Key press detection =detects which key is pressed and detects when key is released

Platform movement = moves the platforms in an array at a set velocity

Gravity = jumping detection and adding – y velocity

Collision detector = detects positions of platforms and adds y velocity accordingly

Win conditions= checking if character y position is above last platform y position

Difficulty selection = matching user input to set conditions.