

# CS 335 Final Project

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# Game Overview

- ❑ Traditional Platformer with collectables, enemies, and platforms
- ❑ Consists of 3 levels with distinct backgrounds and configurations
- ❑ Backgrounds layered to provide sense of depth
- ❑ Drawings for all game aspects done by hand



# Some More Backgrounds!



# Collectables

- ❑ Coins:
  - ❑ Give you points



- ❑ Red hearts:
  - ❑ Add an extra hitpoint



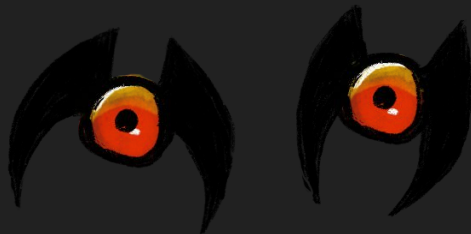
- ❑ Gold hearts:
  - ❑ Increase max hitpoints



# Enemies

- ❑ Colliding with enemies causes you to lose health!

- ❑ Bat

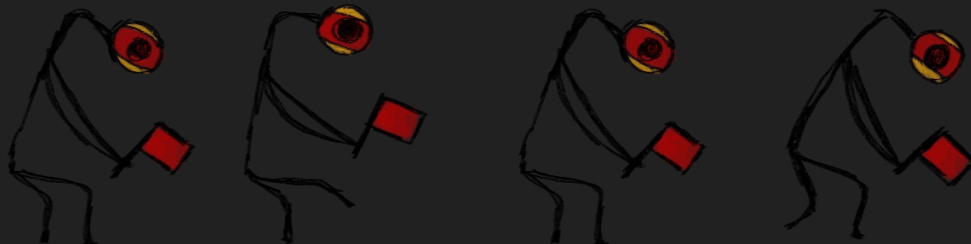


- ❑ Crawler



- ❑ Hacker

- ❑ Can attack you too!



# Attacking Enemies

❑ Ranged: Fireball



❑ Melee: Scythe



# Winning the Game

- ❑ Navigate all three levels alive to win the game!

