

Final Exam Project – Video Game Design

Objective: You will be creating the second level of your game in two stages by creating a functional second level.

Final: Part 1

- You will create a level and will be able to reuse level assets from the previous stage.
 - Character Basic Movements
 - HitBox Creation
 - Enemy and Platforms
 - Defeating Enemies and Removing Sprites
 - Being Defeated while Falling, Losing Lives and Goal

Final: Part 2

- You will have to create a new collectable item but you can reuse your Power-Up sprite and animation
 - Creating Collectible Items
 - Video Game Sounds
 - Character Defeat Animation
 - Power-Up Item and Sprite Change

Final: Part 3

- Power Point Game Showcase
 - Includes game demo