Assignment #7 – create your own platform game

I want you to use your newly-learned skills from the platform tutorial to design your own platform game. We’ll use some of the Mario brothers games as examples here, but don’t just copy Nintendo. THIS IS DUE WHEN YOU RETURN FROM SPRING BREAK (Tuesday, 4-2-2013)

**Basic requirements (that means these are… wait for it… *required*…) simply completing these earns a 70.**

* A new background that you haven’t used before, along with at least three new sprites you either drew yourself or found somewhere.
* A health/status/lives/score/ammo display
* Some way to earn points – coins, rings, treasures, etc.
* Music, sound effects, and animations.
* A game with at least three separate levels. Each level should have its own theme – Mario had fire/lava, underwater, desert, clouds, etc…. your choice, but each level needs to have a distinct feel to it.
* Your characters’ sprites must change based on direction of movement.
* At least four different types of enemies that do different things.
* At least three different ways of defeating those enemies, NO MORE THAN ONE of which can stomping on them, and NO MORE THAN ONE of which can be a projectile.
* At least two ways to change vertical position besides jumping or falling – vines, teleporters, stairs, ladders, etc.
* At least one of the levels must have a view that scrolls with a constant speed and you lose if you get out of the picture… see me if that doesn’t make sense. Oh yeah, and I don’t mind if it is vertical or horizontal.
* The levels must be BIG – they should each take >1 minute to complete.

**Advanced (5 points each) the max score you can earn is 125.**

* Status changes – extra health/lives, momentary invincibility, firepower, etc.
* Holding the move keys causes acceleration
* Theme-appropriate music and sound effects
* Some sort of pro-Oregon State Beavers or pro-Texas Longhorn feature – background, fight song, using Ducks or Sooners as enemies, etc.
* Accurate physics for underwater levels
* Using tiles for floor and platform elements
* Projectiles that bounce along the floor (think of Mario’s fire balls)
* Projectiles that change directions to follow a target (homing missiles/heat seeking missiles)
* Different textures/friction values for different surfaces (ice is slippery, mud is hard to run through, etc.)
* Other features of your own design… clear it with me first. Up to 3 more at 5 pts/each.