Jumping Up A Level

Feature Specifications

Team Name

James Kilpatrick

Player Character:

- Be able to change look based on file in streaming assets folder
- Will use a simple character controller
- Will have its location saved at checkpoints
- Will be able to collect coins

Audio:

- Sound effect will be changeable via streaming assets folder
- Will be used for a Jump sound

Obstacles:

- Will have a spike obstacle
- Spiked obstacle will be loaded from asset bundle

Data To Save:
- Death counter
- What Checkpoint Player is at
- Coin counter

Mock Up Of Level Idea: