

Aja Barker

AIM

Erik Brown

30 April 2018

*Project 3: Game Assets*

**Characters/Enemy**



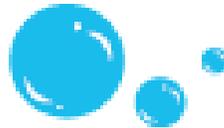
**Background**



## Platforms



## Props



## Game Object Plan

The characters at the top will be available for the player to choose between. The jellyfish will be the enemy trying to attack the main character. My tiled background will be the background shown. The platform to the left will be the main platform at the bottom of the screen and the one to the right will be for the character to travel along the screen. As far as weapons, the small colored gems and the bubbles will be used to fight back against the enemy. Lastly, the cream colored gem will be the biggest gem for you to collect which will end the game.