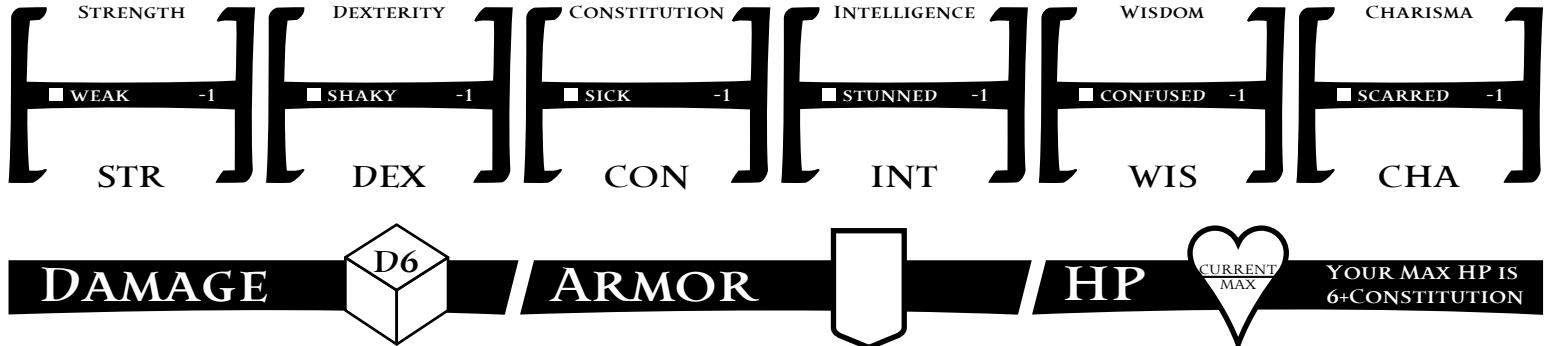


NAME [REDACTED]



## BADGES

### CHALLENGE

Take the challenging path.

- I

### COLLISION

Detecting when two objects overlap on the screen.

- I - BASIC
- II - ADVANCED

### FLUFF

Miscellaneous features not critical to gameplay.

- I - OUCH
- II - GLASSES

### LEVEL

Completing the core features of a game level.

- I
- II
- III

### MONSTER

Adding opponents to block the player.

- I - STATIONARY
- II - ROAMING
- III - ANIMATE
- IV - PROJECTILE

### MOVEMENT

Controlling how the player moves.

- I - HORIZONTAL
- II - FRICTION
- III - GRAVITY

### PLATFORM

Adding things to jump on.

- I - BASE
- II - FOUR SIDED
- III - PATTERN
- IV - MOVING

### SPRITE

Managing the appearance of the player, monsters and items.

- I - ORIGIN
- II - IMAGE
- III - DIRECTION

### TRANSITION

Managing the flow between game levels.

- I - LEVELS
- II - TITLE
- III - TIMER

### TREASURE

Adding items to help the player during the adventure.

- I - KEY
- II - FINISH
- III - POTION
- IV - COIN
- V - BETTER POTION

### VITALITY

Keeping track of player health.

- I - HEALTH
- II - REINCARNATION

# FUNCTION MAP

As you add functions to your program, you will need to keep them in this order. Failure to do so results in -1 to all sanity check rolls.

```
// GLOBAL VARIABLES
 VAR_GAME = {};
 VAR_PLAYER = {};
 VAR_LEVELS = [];

 FUNCTION SETUP() {}

 FUNCTION HANDLE_LOAD(EVENT) {}
 FUNCTION HANDLE_KEYDOWN(EVENT) {}
 FUNCTION HANDLE_KEYUP(EVENT) {}

 FUNCTION INIT() {}
 FUNCTION INIT_GAME() {}

 FUNCTION INIT_PLAYER() {}
 FUNCTION INIT_PLAYER_SPRITE() {}
 FUNCTION UPDATE_PLAYER_SPRITE() {}

 FUNCTION INIT_LEVEL_DEFAULTS() {}
 FUNCTION INIT_LEVEL0_TITLE() {}
 FUNCTION INIT_LEVEL1() {}
 FUNCTION INIT_LEVEL2() {}
 FUNCTION INIT_LEVEL3() {}

 FUNCTION ADD_PLATFORMS() {}
 FUNCTION ADD_DEFAULT_PLATFORMS() {}
 FUNCTION ADD_MOVING_PLATFORMS() {}
 FUNCTION CREATE_PLATFORM() {}

 FUNCTION ADD_MONSTERS() {}
 FUNCTION ADD_PROJECTILE_MONSTERS() {}
 FUNCTION ADD_EYEBALL_MONSTERS() {}
 FUNCTION CREATE_MONSTER() {}

 FUNCTION ADD_ITEMS() {}
 FUNCTION ADD_POTION_ITEM() {}
 FUNCTION CREATE_ITEM() {}

 FUNCTION CREATE_GOAL() {
```

Check off the functions as you add them.

- FUNCTION START\_LEVEL() {}
- FUNCTION COMPLETE\_LEVEL() {}
- FUNCTION LOSE\_LIFE() {}
- FUNCTION ADJUST\_HEALTH() {}
  
- FUNCTION SET\_TRANSFORM() {}
- FUNCTION RESET\_TRANSFORM() {}
  
- FUNCTION DRAW() {}
- FUNCTION ERASE() {}
- FUNCTION DRAW\_PLATFORMS() {}
- FUNCTION DRAW\_MONSTERS() {}
- FUNCTION DRAW\_ITEMS() {}
- FUNCTION DRAW\_GOAL() {}
- FUNCTION DRAW\_PLAYER() {}
- FUNCTION DRAW\_STATUS() {}
  
- FUNCTION DRAW\_TITLE\_SCREEN() {}
- FUNCTION DRAW\_TRANSITION\_SCREEN() {}
  
- FUNCTION UPDATE\_PLATFORMS() {}
- FUNCTION UPDATE\_MONSTERS() {}
- FUNCTION UPDATE\_ITEMS() {}
- FUNCTION UPDATE\_PLAYER() {}
  
- FUNCTION CHECK\_INPUT() {}
  
- FUNCTION CHECK\_COLLISIONS() {}
- FUNCTION CHECK\_PLATFORM\_COLLISIONS() {}
- FUNCTION CHECK\_MONSTER\_COLLISIONS() {}
- FUNCTION CHECK\_ITEM\_COLLISIONS() {}
- FUNCTION CHECK\_GOAL\_COLLISIONS() {}
  
- FUNCTION COLLIDE() {}
  
- FUNCTION UPDATE\_WORLD() {}
  
- SETUP();