

Creating a platformer

Challenges

<https://editor.construct.net/>

Easy Challenges

Enemies - Create a new enemy that moves up and down

Maze – create a background for the level (new object, tiled background)

Extra – Create a secret exit to different level

Medium Challenges

Enemies - Create a new enemy that follows the player

Maze – Add a new type of wall that can move back and fourth to block the players path

Extra – Create a key that must be picked up to get to the end of the level

Hard Challenges

Enemies – Create an enemy that can shoot at the player

Maze – have a point system for the level

Extra – Allow the player to shoot the enemies