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| TASK: Simple game build version 2  |
| Task explanation |
| The task that was given to me was to improve on my first version of my project by completing another paper design that included more detail. |
| Problems |
| The problem that I encountered whilst creating my version 2 paper design was what else I could include into version 2 of the game this is because I would need to add events and objects that are relevant to my game type which is a platformer. Another problem I encountered whilst drawing my version 2 paper design was the colour of the project this is because I didn’t want it to be bland and be in black and white. |
| Solution  |
| The solution I came up for the problem is by researching suitable objects to the game that are relevant to my project. To overcome this problem, I used contrasting colours that catch the eye and didn’t clash with each other. In addition to this, I also used colours that did not make the player and enemies blend into the environment so that the player can not see them.  |