Princess S. Cape

Softwarepraktikum WS 11/12 Gr. B

Sven Horn

Paul Varney

Princess S. Cape

- Jump 'n' Run game
- Sliding tile puzzle for roomchanges
- Princess can be moved by arrow keys.
- Arrow up for jumping
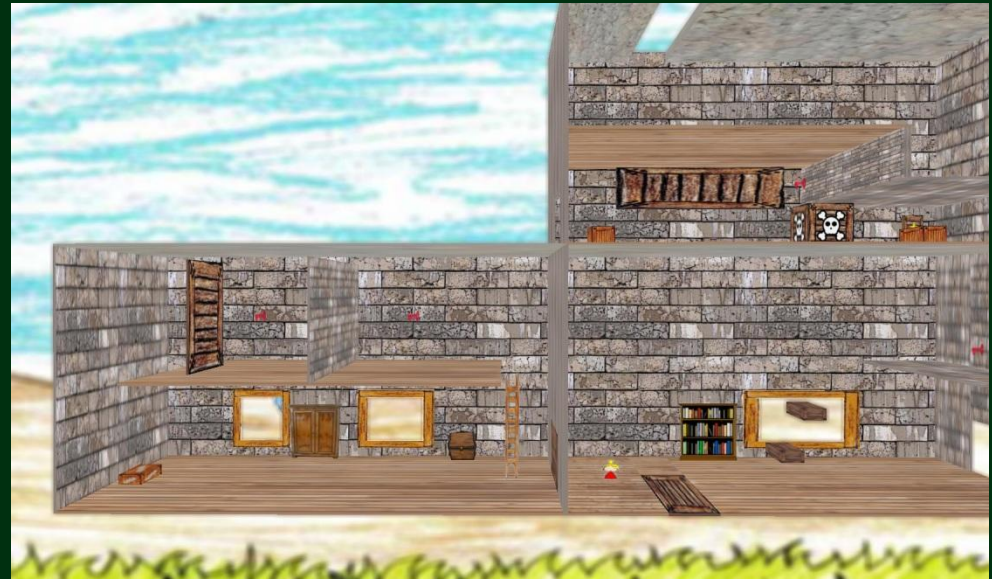- Space key to change to metaview mode

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RWTHAACHEN

Metaview Mode

- Change room positions with arrow keys.

- Room changes are necessary to pass levels

- Space key to go back to play mode

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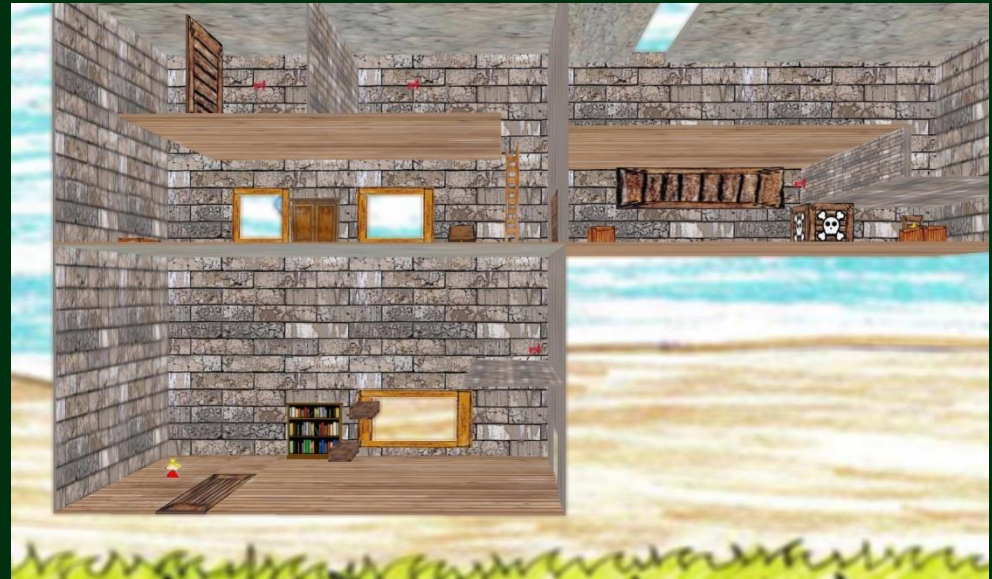
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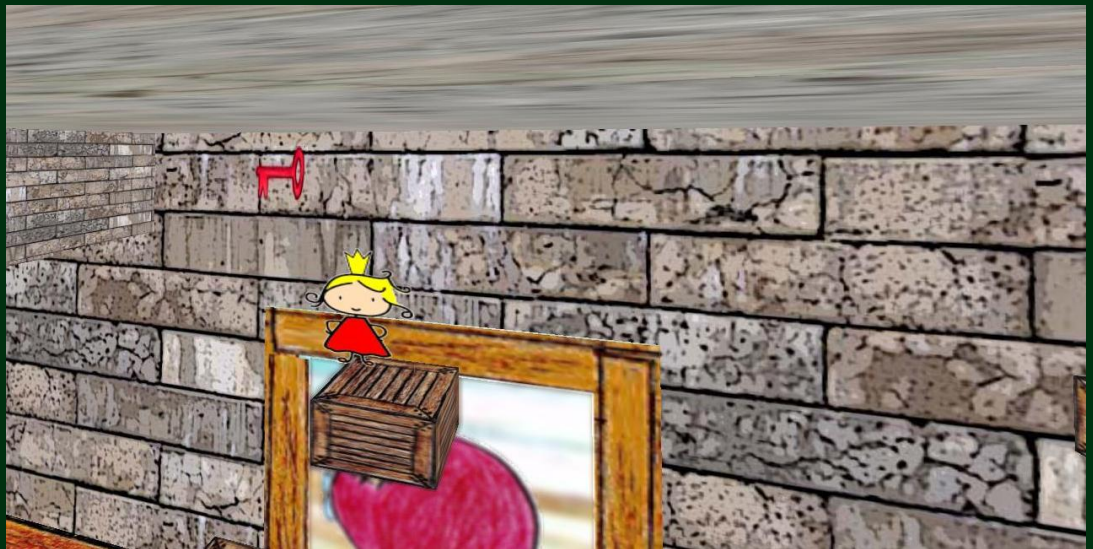**Paul Varney & Sven Horn**

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Useable objects

- Ladders
- Doors

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Useable objects

- Ladders
- Doors
- Keys

Useable objects

- Ladders
- Doors
- Keys
- Moving objects

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Useable objects

- Ladders
- Doors
- Keys
- Moving objects
- Killing moving objects

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Useable objects

- Ladders
- Doors
- Keys
- Moving objects
- Killing moving objects
- Jump Box

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Background objects

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