Catani WIP 1

Challenges:

Github! We spent about 5 in class days working on setting up the github. We had issues with the gradle version because both of us were using seperate versions of gradle as well as a different version of the android build tools. This was fixed by ensuring that both versions are on the same minimum SDK version , minimum android build tools, and gradle version (3.0.0).

Progress Made:

We set up basic screen architecture enabling us to expand upon at a later point. We also utilized a camera and viewport allowing us to work across a variety of screen sizes on desktop and android. This also enabled us to run our game on both of our phones

Then Ameer worked on a basic gravity flipping scratch, he created a Character class that extends the libgdx Sprite class. Upon the press of the spacebar the character changes the direction of its y velocity by multiplying it by negative 1. Due to a limited amount of time vector math is not implemented yet.

Parallel to this Tim worked on a scrolling background. He created a new class for the scrolling background to keep it all seperate from the main “ScrGame” code. Within the “ScrollingBackground” class he created two images with two different x variable, X and X2. He used a delta x variable that constantly moved the images to the left. After one of the images ended up off off screen to the left. I redrew the image off screen to the right creating an infinite loop of the two images scrolling.

Future Plans:

At this point our release schedule remains the same.

Scratch: Gravity Flipping

Concept: Allowing a character to flip the direction of its y velocity by pressing a button

No sources used, just previous knowledge.

An interesting thing I used was passing a spritebatch to the render function of the character so that it would draw in accordance with the existing camera and viewport

In ScrGame:

batch.begin();

batch.setProjectionMatrix(camera.combined);

chrMain.render(batch);

batch.end();

In Character:

Public void render(Spritebatch batch){

update();

draw(batch);

}

Due to the fact the Character is an extension of the libgdx sprite class we can use the draw(batch); method as well as other useful methods.

Peer Assessment

At this point we have both done the same amount of work, albeit not that much due to the short time period.

Ameer: 100

Tim: 100

Release Schedule

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| **Release Name** | **New incremental features of this release** |
| **1.0** | **Scrolling background and ability to flip gravity** |
| **2.0** | **Scrolling obstacles with hit detection** |
| **3.0** | **Add larger variety of obstacles such as pitfalls and spawn obstacles with increasing difficulty for the player as score progresses** |
| **3.5** | **Add coin with random spawn locations** |
| **4.0** | **Develop Main Menu and Gameover screen that transition into one another as well as Game screen** |
| **4.5** | **Add dynamic score in meters and speed up scrolling background as game progresses** |
| **5.0** | **Change terrain, remove flat ground. Replace with different sections of level (Example: Rolling hills, stairs going up/down etc.** |
| **6.0** | **Add shop with variety of skins for main character** |
| **7.0** | **Add sounds (flipping sound, death sound etc.)** |
| **8.0** | **Attempt firebase multiplayer on android devices** |