

# CS Course Project

G12/11

2019-2020

**Pt 1 - framework (Mon Apr 27 - Fri May 1)****Fri May 1 -**

3 first videos of

[https://www.youtube.com/watch?v=wETY5\\_9kFtA&list=PL9FzW-m48fn2jIBu\\_0DRh7PvAt-GULEmd](https://www.youtube.com/watch?v=wETY5_9kFtA&list=PL9FzW-m48fn2jIBu_0DRh7PvAt-GULEmd)

**Pt 2 - physics & graphics (Mon May 4 - Fri May 8)****Mon May 4 -**

5 first videos of

[https://www.youtube.com/watch?v=wETY5\\_9kFtA&list=PL9FzW-m48fn2jIBu\\_0DRh7PvAt-GULEmd](https://www.youtube.com/watch?v=wETY5_9kFtA&list=PL9FzW-m48fn2jIBu_0DRh7PvAt-GULEmd)

**Wed May 6 -**

7 first videos of

[https://www.youtube.com/watch?v=wETY5\\_9kFtA&list=PL9FzW-m48fn2jIBu\\_0DRh7PvAt-GULEmd](https://www.youtube.com/watch?v=wETY5_9kFtA&list=PL9FzW-m48fn2jIBu_0DRh7PvAt-GULEmd)

**Pt 3 - necessary extras (Mon May 11 - Fri May 15)****Mon May 11 -**

Menu styling and original levels

- Add background and change font
- Add original levels (min 2)

**Fri May 15 -**

Complete troubleshooting/testing of new implementations and additions

**Pt 4 - extra improvements (Mon May 18 - Fri May 22)**

Possible improvements:

1. Add your own 2 levels (obstacles)
  - a. Puzzle design - multiple potential paths
  - b. Ensure lack of gaps through which player can exit
2. Add enemies
  - a. Animated sprite - obtain clips
  - b.
3. Make enemies chase you
4. Add own artwork (sprites?)

**Wed May 20 -**

Confirm remaining to-do

**Fri May 22 -**

Complete project

What I worked on/am stuck with:

Videos 1-4 (+0.5)

What I'll work on for next milestone:

Videos 5.5-7

Research methods for creation of enemies

Discuss possible Improvement Ideas (optional):

1. Add your own 2 levels (obstacles)
2. Add enemies
3. Make enemies chase you
4. Add own artwork (sprites?)

What I worked on/am stuck with:

Videos 4-5 - need to fix auto-tiling mismatch

What I'll work on for next milestone:

Videos 6-7

Research methods for creation of enemies

What I worked on/am stuck with:

Videos 5.5-7

What I'll work on for next milestone:

Experiment with features:

- Menu styling
- Original levels
  - 4 total 'puzzle-style' levels

What I worked on/am stuck with:

Extra levels and menu

What I'll work on for next milestone:

Experiment with features:

- Test implementation of enemies that move toward player, testing levels for the feature
  - Create interaction between enemy and player
  - Create collision physics for enemies
  - Choose 'intelligent' pathing method for enemies

What I worked on/am stuck with:

Experimental implementation of enemies

What I'll work on for next milestone:

Experiment with features:

- Test implementation of enemies that move toward player, testing levels for the feature
  - Choose 'intelligent' pathing method for enemies

What I worked on/am stuck with:

Experimental implementation of enemies

What I'll work on for next milestone:

Fully implement enemies that move toward player

- Create 'Enemy' scene
- Create collision2D
- Select artwork



What I worked on/am stuck with:

Sidetracked by Functions exam study

What I'll work on for next milestone:

Fully implement enemies that move toward player

- Create 'Enemy' scene
- Create collision2D
- Select artwork

What I worked on/am stuck with:

Enemies (in progress)

- Create 'Enemy' scene
- Create collision2D
- Select artwork

What I'll work on for next milestone:

Enemies' movement (cont.)

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Fully implement enemies that move toward player

- Motion function
- Tracking of player
- Rotation in direction of movement

What I worked on/am stuck with:

- Enemies' movement
  - Create animatedSprite and collision2D node
  - Create motion function
    - Implement code

What I'll work on for next milestone:

- Enemies' movement
  - Create motion function
    - Tune motion parameters(Tentative)
  - Tracking of player
- Wrap up project
  - Github commit P3/4 M3 "blabalbla" (Project Complete)
  - Video
  - Check project slides (typos/layout) and copy/paste them into your own slides document and print the pdf version. Then commit the pdf version to your repository