

Individual Pitch:

Team Member: Cyrus Villaruz

One-liner: As a level designer, I will write each level layout into a JSON format that will be read and rendered into the game through other classes.

Outline: Each level will be stored in JSON format. Levels will contain specific slab positions and other game elements such as the ball and paddle positions, and the ball's x-y velocities.

Technical Details: A class that manages reading data from and writing data to a JSON format will be used to save the levels. Levels will first be drawn by using some form of render method to render slabs. Once I am satisfied with each slab placement, I will then use the write method from the class to save the level into JSON. From there, the level is ready to be read, and the class' read method will take the data in the JSON file and render them to the game.

Impact: By having the levels implemented, other features can start to be implemented and tested, such as loading each level when there are no more slabs and power-up spawning when a slab is destroyed..

Timeline: I estimate that the levels will take no more than two weeks. By the time I start my part, all the required methods that I need to create each level will already be implemented, especially the JSON read / write methods that will be used to store each level as a JSON file to later be read from and rendered to the game.

Risks and Mitigations: My part relies on the class that saves my slab layouts. Until this class is implemented, I can only implement trivial constructor and getter / setter tests, as well as assist in implementing other classes and making sure each class passes the google checks requirements.