Report

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# Game play description

# Weekly reports

## Week of 5 March

|  |
| --- |
| Added functionality |
| Started on map-editor, |
| Added camera to map-editor |

## Week of 12 March

|  |
| --- |
| Added functionality |
| Finished map-editor |
| Started character movement |

## Week of 19 March

|  |
| --- |
| Added functionality |
| Ability to load level in game |
| Started on collision |

## Week of 26 March

|  |
| --- |
| Added functionality |
| Collision with walls added |
| Started on developing first enemy |

## Milestone, week of 16 April

|  |
| --- |
| All functionality |
| Level creatable with map editor |
| Player detects walls |
| Player detects spawn location |
| Camera that follows player |
| Enemy follows player w/o pathfinding |
| Player can hit enemy |
| Enemy can hit player |
| Can show “pop-ups” |

## Week of 23 April

|  |
| --- |
| Added functionality |
| Started working on pathfinding (broke enemy) |
| Start working on advanced camera for map editor + made an “enemy” editor |

## Week of 7 May

|  |
| --- |
| Added functionality |
| Finished pathfinding (Unpolished) |
| Added sound |

## Week of 14 May

|  |
| --- |
| Added functionality |
| Polished pathfinding |
| Added FX |

## Deadline, see exam timetable

|  |
| --- |
| All functionality |
| Full player movement |
| Inventory system |
| Enemy w/ pathfinding |
| Endboss |
| Item system |
| FX system |
| Sound system |
| Menu / end-screen |
| Map / enemy editor |
| Full textured game + Animations |
| UI |
| Camera |

# Your notes

Used pathfinding algorithm

