Notes to Future Programmers

Something that should be worked on is the enemies. Currently no new enemies will spawn, you can’t hit damage them, they can’t damage you, and there is no hit detection between the hero and them. To add hit detection between the hero and enemies I think you would need to pass an array of nearby enemies to the SpriteHero class and add them to the checkMove functions. The enemies would also probably need to have the hero passed to them and check against it in their checkMove function.

If we were to do this project again I think most importantly we should have gotten an architectural layout of the entire program or at least a good portion ahead of what we were working on so that things did not get quite as messy in the end. By this I mean set conventions for accessing and a general layout so that there was a clear and organized way of accessing data and storing data.

Some features that we planned on adding but didn’t get around to are animations for the hero and the enemies, adding a day/night cycle, and adding crafting with the items in your inventory.