Notes to Future Programmers

**Peety the Beefy Story**

1. Currently, we have a nice foundation for a game. The game functions properly and is playable to a degree. The one thing that we planned to have but never had the time to do was implement a story to the game. The story of “Peety the Beefy” was that the game was a dramatized version of Peety’s life, depicting him overcoming the various struggles of highschool life, including defeating his antagonist and foil character “Matty the Meaty”. With this story concept, we could add a lot more to the game and have it be unique compared to other games in this genre. We would need to add text (Level Transitions, Dialogue (like in pokemon), Names etc.), Unique Level design (based on level names), and video cutscenes (something that I’m not even sure is capable in Libgdx)

**Box2D Lights**

1. Add Box2D lights to make the setting more scenic. Box2D lights could be used to add sunlight coming out of the windows, or even LED lights hanging from the ceiling of the levels. This was a feature in Towerfall: Ascension (The game we tried to emulate) and we even had this feature working in our Grade 11 Project: “The Story of Dave” but we just didn’t have enough time to add this feature.

**Enemy Health Indicators**

1. Have the enemies have some sort of health indicator to see if they are near death. Right now, without indicators, the enemy hit is a bit inconsistent because the bullets can sometimes collide with each other instead of the enemy, meaning that it doesn’t “hurt” the enemy.

**Screen Transitions**

1. Figure out a way to blend between screens so that we have a smooth transition rather than a hard cut. This would be useful for the death screen and transitioning between levels. This might require Scene2D to be accomplished.

**Better Player Indicators**

1. Have a better way of displaying indicators for your players like telling them what wave they are on and how many enemies are left in the level.

**Load Things Through the Assets Manager**

1. When you have a lot of assets to load, use an assets manager. It will be faster and a more organized way of loading your assets. Also you can add a loading screen while your assets are loading.

**More Levels**

1. Only level 1 and 2 are operational now. We created buttons for up to 12 levels but we don’t have 12 level screens yet. These levels would each have unique aspects (world properties, different enemy AI, different controls) becoming progressively harder for the player.