




진행 상황

주차	개발 내용	진행률
1주차	리소스 수집 및 시작, 배경 화면 구성	100%
2주차	1단계 캐릭터, 장애물 구현	100%
3주차	2단계 캐릭터, 장애물 구현	100%
4주차	3단계 캐릭터, 장애물 구현	100%
5주차	충돌, 랭킹 구현, 지속적인 수정	88%
6주차	사운드 구현, 아이템 구현, 지속적인 수정	
7주차	필요 시 게임 난이도 조정, 지속적인 수정	
8주차	마무리	

현재 5주차 내용까지 거의 다 끝냈기 때문에,
5주차에는 추가로 장애물에 AI를 넣어서
플레이어를 좀 더 괴롭힐 수 있도록 추가해 볼 예정입니다.




Commits on Nov 1, 2023

change def name: reset_world = init, update_world = update, render_wo... ...




 Ending7 committed 2 weeks ago 71f7cb1 

Commits on Oct 20, 2023




Move map: press the keyboard, the map follows the character.

 Ending7 committed 3 weeks ago aecc91d 


Prevents the character from going off the bridge.

 Ending7 committed 3 weeks ago f4cc743 

change ladder's name to bridge and extend bridge's width

 Ending7 committed 3 weeks ago 8301bdd 


Add Move(Dialog): It Allows pressing two buttons at the same time.

 Ending7 committed 3 weeks ago 8d6e12f 

Add Move(up, down)


 Ending7 committed 3 weeks ago 68aaa5f 

Add Move(left, right) => change status diagram. It's smooth and perfe... ...

 Ending7 committed 3 weeks ago e698171 




Commits on Oct 19, 2023

Add cycling_object(player, map, ladder)




 Ending7 committed 3 weeks ago 26758bc 

Commits on Oct 15, 2023

youtube_link change becuase 'time 1:30' ...

 Ending7 committed last month 20fc5ab 



youtube_link update

 Ending7 committed last month 85ae20c 




Add game_plan and item_list to ppt

 Ending7 committed last month 77bc706 

Create 1차 발표 유튜브 주소.txt

 Ending7 committed last month a1d51d1 

2DGame_Project 1차 발표 PPT(2018184042_장진영)

 Ending7 committed last month 0a80c59 

Commits on Nov 9, 2023

play_mode에서 전역변수를 만들고 플레이어의 상태 값을 넣어서 사용하던 것을 간단하게 play_mode.player로...	4619535	<>
Ending7 committed 3 days ago		
map move fix: 원래는 플레이어처럼 키보드값을 받고 상태 머신을 통해 움직였는데, 이제는 플레이어의 방향과 속...	b08a4c3	<>
Ending7 committed 3 days ago		
stamina use to frametime	8992785	<>
Ending7 committed 3 days ago		
if use lot of (if, else): refactoring suitable function	1c924ad	<>
Ending7 committed 3 days ago		
Refactoring many resource files in suitable folders	10b5242	<>
Ending7 committed 3 days ago		

Commits on Nov 5, 2023

Player move_frame => use time per frame	b45c436	<>
Ending7 committed last week		
Player and Map move pixel per meter * frame time	cb3c85c	<>
Ending7 committed last week		

Commits on Nov 2, 2023

make stamina_bar: press 'Lshift'	d8c0dab	<>
Ending7 committed last week		
if pause_mode, time count stop and resume_mode keep going	da6d125	<>
Ending7 committed last week		
Apply font and show play time top of the screen	d9992eb	<>
Ending7 committed last week		

Commits on Nov 1, 2023

make pause and resume press 'p' and draw keyexplain at the top of the...	002e922	<>
Ending7 committed 2 weeks ago		
Make rankingboard_mode and connect to title_mode	9dbbfff6	<>
Ending7 committed 2 weeks ago		
Make howtoplay_mode.py and connect title_mode	8f3e3c3	<>
Ending7 committed 2 weeks ago		
connect title_mode to play_mode	0d69883	<>
Ending7 committed 2 weeks ago		
Import framework	eb0167a	<>
Ending7 committed 2 weeks ago		
Create 지금까지의 구조.png	5446b4c	<>
Ending7 committed 2 weeks ago		
make main.py and insert init + while(handle, update, draw)	1275841	<>
Ending7 committed 2 weeks ago		
control_player.py refactoring name to play_mode.py	0afbf48	<>
Ending7 committed 2 weeks ago		


Newer

Older

Commits on Nov 12, 2023

Make runner : splinter collider [make level 3 FINISH!!]

Ending7 committed 33 minutes ago

 3e588db <>


make runner_player

Ending7 committed 39 minutes ago

 60c0cb8 <>


level3 obstacle: splinter finish!!

Ending7 committed 1 hour ago

 8c2c09d <>


running map setting finish

Ending7 committed 3 hours ago

 f182cb3 <>


cycling_mode and swimming_mode refactoring in level1, level2 folders

Ending7 committed 4 hours ago

 bb56c4a <>

make level2 finish!!

Ending7 committed 6 hours ago

 1661e7c <>


If swimmer collision to shark, gameover and When you reach the goal, ...

Ending7 committed 7 hours ago

 5a749c5 <>


Shark object spawn perfect

Ending7 committed 7 hours ago

 6abcee3 <>

LEVEL2 simming map and player setting finish

Ending7 committed 8 hours ago

 0cb8341 <>

Commits on Nov 10, 2023

Make cycling_play finish and swimming_play start

Ending7 committed 2 days ago

 d2cd9ac <>

Add gameover_mode

Ending7 committed 2 days ago

 ed6eeba <>


오브젝트 충돌 시 mode_change와 충돌 처리에 관한 문제와 해결 방안

Ending7 committed 2 days ago

 1a7ffe2 <>


player and rock collision: clear in collision_pairs dictionary

Ending7 committed 2 days ago

 5089f0f <>

make collision world

Ending7 committed 2 days ago

 39c0673 <>


function refactoring

Ending7 committed 2 days ago

 bf88db5 <>


fix error: if change pause to resume player move direction is confuse

Ending7 committed 2 days ago

 1a539ea <>

spawn rock(obstacle) and draw boundary box + If stamina becomes 0, th...

Ending7 committed 2 days ago

 a63b8f3 <>

- Pulse
- Contributors
- Community
- Community Standards
- Traffic
- Commits**
- Code frequency
- Dependency graph
- Network
- Forks

