# Light Spirits

Noah Freed

# License

- The program is distributed under the zlib license.
- The program is built on SDL 2.0, which is also distributed under zlib.
- The art assets are either public domain, or are licensed under CC-BY 3.0.
- The program uses code from a tutorial which is under the MIT license.
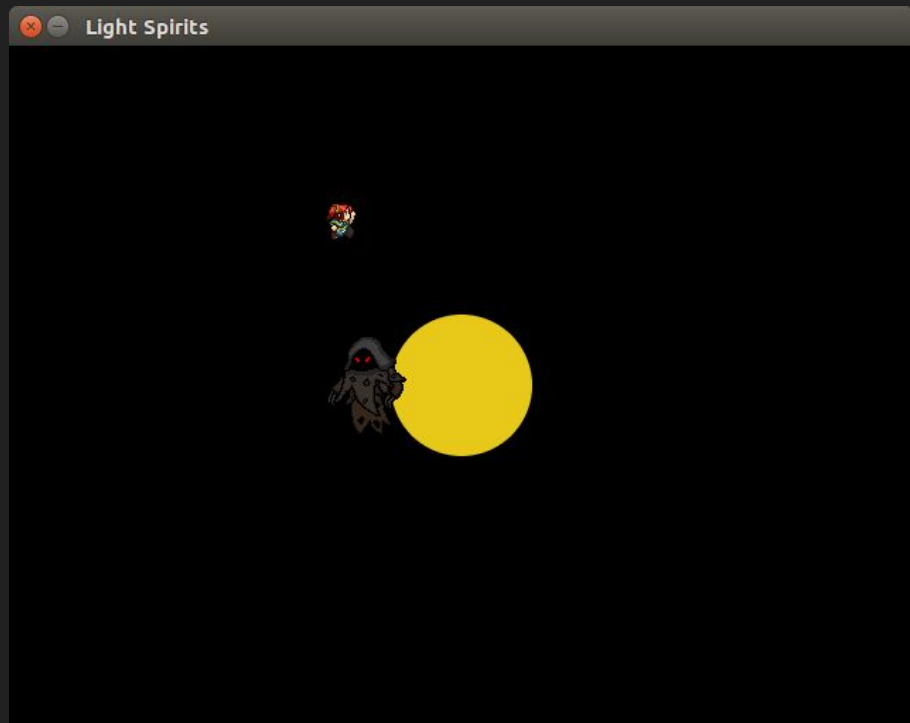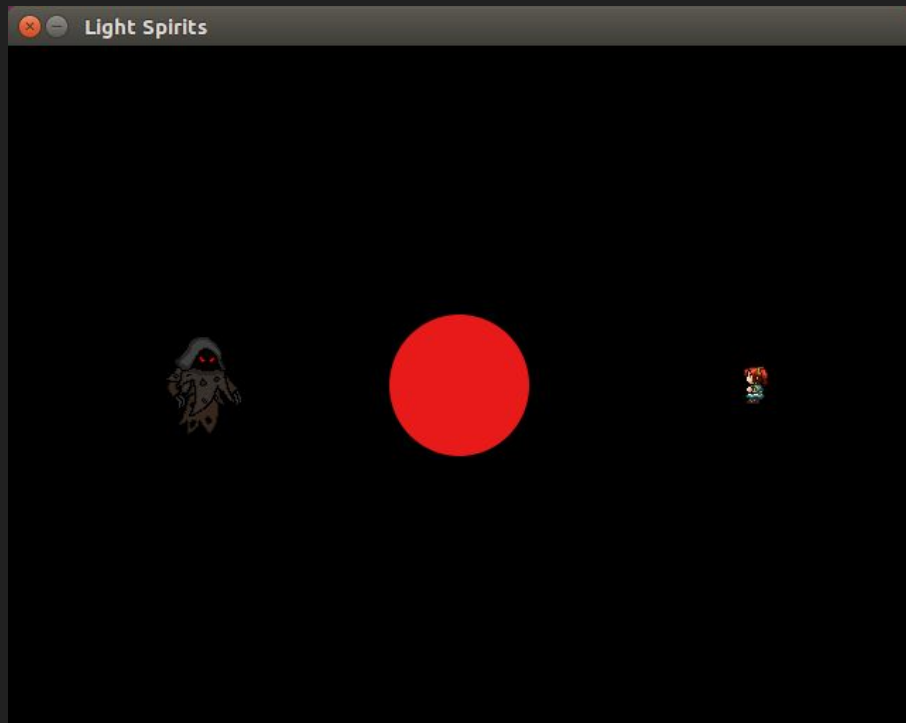
# Contact info and code location

Github page: https://github.com/Ensath/LightSpirits

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# Target Audience

Anyone interested in playing a fun game

# Demo + Screenshots

# Other options

- Several games out there
- Gameplay similar to platformers or Metroidvania-type games
- Themes similar to Child of Light or Okami
- Other games are much more developed, this is still just a prototype

# Successes and Failures

Successes:

- SDL allows the game to be played on a variety of platforms
- OpenGameArt.org provided good sprite art for free
- TwinklebearDev's SDL 2.0 tutorial provided a good jumping off point for implementing a variable display
- Managed to get characters on screen and moving around
- Can move, jump, and attack

Failures:

- Took a long time to understand SDL
- Compiling the program requires editing the Makefile based on the directory where the program is installed
- Gameplay may differ across platform due to differing framerates
- Probably should have refactored code to make adding new game entities more straightforward
- Have not yet implemented interactions with terrain or enemies

# Lessons

- Don't be afraid to work off of someone else's template/tutorial (with permission)
- Focus on getting something up and running, rather than trying to understand each component
- Set clear goals/deadlines

# Continuation

- Follow the remaining roadmap
  - Visuals for terrain
  - Interaction with terrain, enemies
- Additional enemies
- Better physics, limit jump height
- Implement run animation
- Have larger, scrolling level