

I contributed most of the code for this project. To list it all out:

- Level
- Player
- Enemy
- Player – Level collision
- Player – enemy collision
- Enemy – ability collision
- Restart functionality
- Enemy AI
- Player movement
- Key detection
- Enemy spawning
- Enemy spawn randomization
- Button
- Sounds and music implementation
- Animations implementation

I went about this project with the feeling that I had to do this. Turned out that I was the only one with useful previous programming experience, so I went about learning Haxe and OpenFL to make as much code as needed to finish the project on time.

In terms of my methodology, I first made the level and the player's movement. Then I spent around a month on collision. We started off wanting to make a platformer, so collision was important at that point in time. After we changed the game direction, I made the enemy class, followed by them following the player. Then I took up making a very simple collision detection for the enemies hitting the player. First it was just tracing a message, then it actually froze the game, cleared the screen and showed game over text. Afterwards I adapted Alex's ability code to the main project and made the ability objects detect collision with the enemies. At that point I considered the game to be done, so it was just minor polish left. I started work on the ability bar. That had a different idea initially, but since I didn't have time to program everything, so I had to simplify it. That worked out well, so for finishing touches I added whatever animations the team had made, an 8bit song from the internet and some very basic sounds I created.