

CPA1

I still need to come up with a name for the game , but I'm making a platformer , there will be enemies that patrol to make the game more engaging rather than just a parkour game , I will be experimenting with the terrain tool also to create lands scape's , but I'm still in 2 minds if I want to create different levels or make one long level , I will try to implement a checkpoint system if I can manage it , otherwise I have a mana system at the moment that I may use or not to deal damage to the enemy , -regarding the things we haven't covered in class I will be adding them once we cover it for the main evidence 1 also I'm going to add background music and SFX to the game to add on the players enjoyment , I still need to map the controller so that it's south button can select and that the east button goes back , and I need to add the d-pad so that one can navigate the main menu and pause menu with a controller in the game (if you use a PlayStation controller you can use its touch pad to navigate it and select the buttons) - within the cpa1 I added an enemy with 2 blocks one block heals and one damages - the red one damages and the green one heals . You can push the enemy in those blocks to see that they work for it , you will also find when the player walks into the blocks it will also work, I also added a SP (stamina points) bar that works (one thing I found out with my double jump it's more reactive on controller than on keyboard and mouse but you can double jump and sprint within the game , the cpa1 has 2 parkour courses as a test. For the main game - and then 3 other courses one with stairs to showcase what the player can walk smoothly on - one for physics test -and one for jump test for how far one can jump within the game - all the game controls that I have so far are in the main menu and pause menu by the options tab - I also added a quit game button on the main menu and pause menu so one can exit the game without needing to use control + f4

I will be using the object pulling for collectibles or shooting (regarding the mana points).but I still need to add it and are in 2 minds what I want to rather do (if I have finished everything I will be trying to add player animations to the enemy first then the player - even though it is a first person game. My GitHub link I will be sending through discord, but I will also have a file within the cpa1 project with it just in case