

RetroGa

By: CTRL-ALT-ELITE



Break Team Meeting

- Wanted to accomplish more modularity and functions to game
- Created a shop, locker, and a power up
- We want to have more skins
- We want to create more audio options



The Shop

- A shop in the making that currently only has the Square Pack
- Behind the scenes this feature makes it so that skins are modular and appearances aren't hard coded

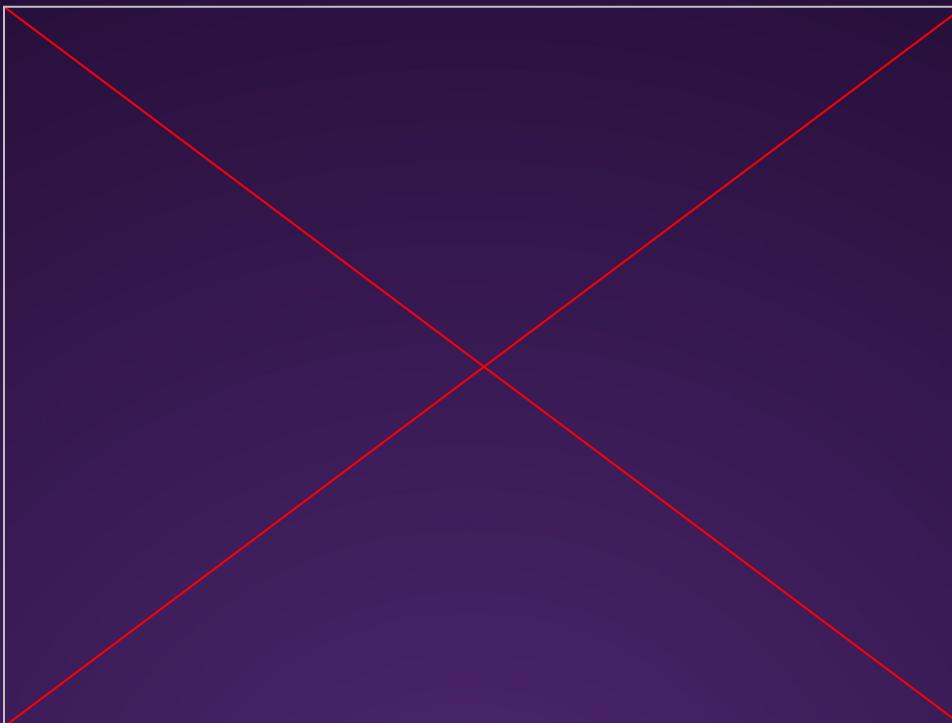


The Library

- Worried that once you be the legendary Square Pack that you won't be able to switch back to squares?
- Fear not you can equip or unequip.



Tri-shooter Power



Testing

```
✓ tests/unit/entities/enemyFormation.test.js (4 tests) 9ms
✓ tests/integration/04-level-progression.test.js (1 test) 9ms
✓ tests/unit/skins/skinsManager.test.js (5 tests) 8ms
✓ tests/integration/02-ramming-kamikaze.test.js (1 test) 10ms
✓ tests/integration/03-enemy-shot-hits-player.test.js (1 test) 6ms
✓ tests/unit/collision/detection.test.js (5 tests) 7ms
✓ tests/integration/01-shoot-kill-powerup.test.js (1 test) 11ms
✓ tests/unit/systems/audioManager.test.js (6 tests) 15ms

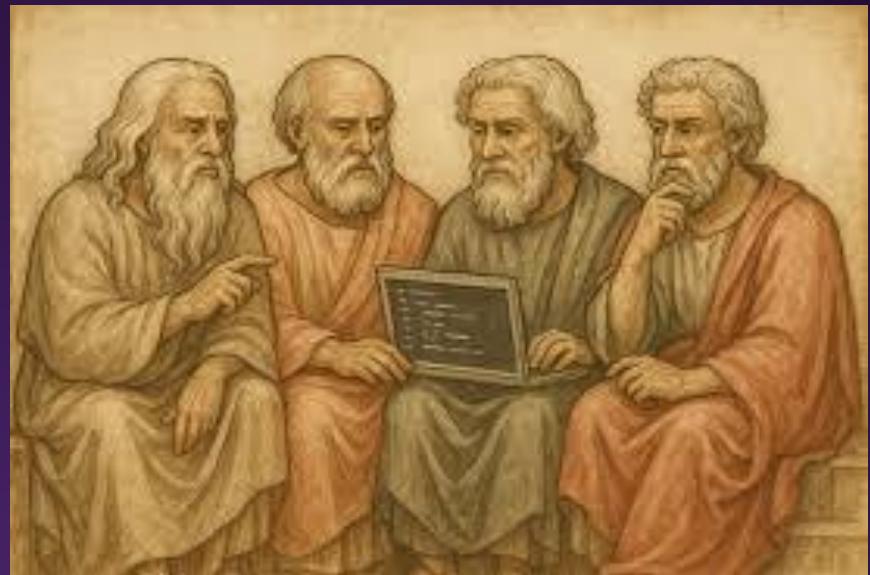
Test Files  16 passed (16)
Tests       68 passed (68)
Start at   18:53:58
Duration   6.70s (transform 1.12s, setup 1.03s, import 1.10s, tests 161ms, environment 39.48s)

PASS  Waiting for file changes...
press h to show help, press q to quit
```

Roy Haynes' testing

What's Next

- More Skins
- More Custom audios
- Making the game follow those “ilities”



Questions?