

Game Development - Assignment

Iván Álvarez Perea

Contributions:

- Logical implementation of two types of enemies
 - Pathfinding
 - Enemy sensor to follow the player
 - Code reorganization and restructuring
 - Debug mode for H, F1, F2, F3, F5, F6, F9, F10, and F11
 - Poison that kills any enemy and the player, with implemented death animation
 - Complete Level 1
 - Bonfires automatically generated from Tiled, used as checkpoints with a lighting animation; when the player dies, they return to the last lit bonfire
 - Killing enemies by throwing a fireball
 - Killing the player when an enemy touch them
 - Player position and enemy states saved with F5 and loaded with F6
 - Ability to start a new game or load the last saved game at a bonfire
 - Respawnning the player upon death
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Bernat Loza

Contributions:

- Fireball animation upon collision
- Enemy hitbox
- Enemy death animation
- Sounds for player actions, killing enemies, and autosaving
- Background music