

Game Development - Assignment

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Features Implemented

Gameplay and Mechanics

- Enemy health system implemented.
- Teleportation between bonfires across levels, with functionality to save and load lit bonfires using XML.
- Dynamic bonfire interface added.
- Fireball launching restricted to specific conditions.
- Player debugging restricted to avoid unintended behaviors.
- Death screen added, triggered when the player runs out of lives.
- End screen added, displayed when the player completes the final level.
- Credits screen implemented.

Boss Design

- Boss functionality and sprites completed.
- Boss attack patterns implemented with sound effects for each move.

HUD and Interfaces

- HUD functionality to display remaining player health and in-game timer.
- Pause menu implemented:
 - Game pauses during menu interaction.
 - Settings menu includes sliders for music and sound effects volume.
 - Checkbox to toggle fullscreen mode.
- Initial screen with looping animation and fade-in effect implemented.

Level and Entity Management

- Frustum culling and lazy updates added to optimize entities outside the screen.
- Enemy pathfinding restricted to specific areas with a defined maximum range.
- Enemies and items now loaded directly from Tiled.
- Items implemented to be loaded via Tiled.

Saving and Loading

- Items saved and loaded via XML for persistence.
- Enemy, item, and bonfire IDs updated to ensure consistency across levels, preventing ID conflicts when reloading.
- Load system rebuilt for XML-based save files.
- Debug fixed after changes to enemy functionality and item integration.

Audio and Visuals

- Music dynamically changes with each level.
- Pressing F8 now displays the hitbox for the interface elements.

Debugging and Development

- Tracy profiling tool implemented.
- Resolved an issue where bonfires failed to stay lit when transitioning between levels.
- Debug and fireball functionality adjusted to avoid unintended use.
- Freed all allocated memory for lists, songs, and sprites when no longer needed.

Release Preparation

- README file.
- Release.

Bernat Loza Cardoner

Features Implemented

Visual Assets

- Sprites created for items.
- Large fireball sprite added.
- Sprites for interface buttons in various states: normal, hover, pressed, and disabled.
- Pause menu sprite designed.

Sound Design

- Sound effects implemented for the player and enemies.
- Sound effects added when picking up items.
- Sound effects for killing enemies.
- Level transition sound effect implemented.

Levels and Gameplay

- Levels 0, 2, and 3 designed.
- Items placed throughout the map and functionality added.
- Power-ups displayed on screen.
- Title screen and death screen completed.

Transitions and Audio

- Fade-in effect between levels implemented.
- Level-specific background music added.
- Music for win level