

# Game Development - Assignment

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## 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
  - Release
  - Readme
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## Bernat Loza Cardoner

### Contributions:

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