Project Log #9

February 23th, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	I recently finished a room cleanup script that erases any wall tiles that have ground tiles on all of its sides. These wall tiles were often just floaters that cluttered up rooms, so deleting them makes the levels much more clean. I've also been working on sprites for the game, so it has visual appeal.
Maddox P	I made UI changes/additions that now allow for a start menu, pause menu, game loss menu, and game win menu. Some sprites have been implemented. In addition, the game will continue to generate levels until a viable one is complete (ie doors don't connect or aren't far enough apart).

To do list:

- ~~Finish menu/UI sprites~~
- ~~Menu implementation //maddox~~
- ~~Finish gameplay requirements (coins etc)~~
- ~~High score~~
- ~~Implement player sprites~~
- Basic music
  - Menu
  - Gameplay
  - Loss menu
- Sound effects
  - ~~Menu item switch //found~~
  - ~~Confirm/select //found~~
  - ~~Coin collect //found~~
  - Win
  - Lose
  - ~~Splat //found~~

- ~~Player sprite~~
  - ~~Flip eyes~~
  - ~~Flip based on movement~~
- ~~Instructions screen~~
- ~~Player death~~
  - ~~Stop player movement~~
  - ~~Stop enemy movement~~
  - ~~Splat sprite~~
- ~~Door freezing on exit~~
- ~~Address error/failure to create a valid level~~
- ~~Arcade controls~~
- ~~Tune enemy AI slightly //maddox~~
- ~~Menu animation~~

How can we address them?

- Continue steadily working on tasks, but be certain to keep each other updated on what we complete so we don't overlap tasks.
- We also need to consistently push to GitHub so we don't risk overlapping changes and losing progress.

https://gamesforchange.org/studentchallenge/about-the-competition/