**FuryFighter State Document**

**By Team 6**

In its current state, FuryFighter does not meet the requirements as specified by the design document. The problems are as follows:

1. We are missing the following enemy models:
   1. Worm
   2. Turret
   3. Torpedo
   4. Bouncer
   5. Eye
   6. Bomb
   7. Scorpion
2. The following features are omitted from the code/or have simple errors:
   1. death
      * while death works in instances of being hit by bullets and contacting enemies, a player getting pinned by walls currently isn’t implemented
      * Explosion upon death currently doesn’t take place
   2. Scrolling
      * While the system is in place for the character sprite, pickups, and other objects to be scrolled; scrolling in the current game doesn’t work.
3. Bosses and levels
   * Currently there’s no bosses or levels in the game outside of the test level. Thus a lot of things this is an ancestor to aren’t implemented. These things include: end of level bonuses(score/lives), checkpoints, secret areas, boss music, 45 second music tracks per level, levels scrolling in multiple directions, and a password system.
4. Weapons
   * Missle - incorrect damage(AND spelling!)
   * Laser - incorrect damage
   * defense pod - currently kills enemies but doesn’t block bullets
5. Score Table

* While implemented, score updates are incorrect. All pickups give 30 points when only fragments should. Killing enemies always gives 100 points, when different enemies give different amounts of points.

1. 1-up
   * Currently there isn’t a 1-up model in the game, thus points associated with this also aren’t implemented
2. Flyer

* can only move right to left, instead of both right-to-left and left-to-right
* Shooting percentage is off by ~3, it’s currently ~2% instead of 5%

1. Sound(current unimplemented list):
   * menu accept
   * blocked bullet(since defense pod currently doesn’t have this feature
   * defense pod pickup
   * pause game
   * cobalt bomb

* Note: sound currently doesn’t stop when paused, thus doesn’t restart when unpaused

1. Technical Details
   * Game runs in the 20-25 fps range on my computer, which is far superior to the minimum specification, and the game must run at 30fps on
2. The following algorithmic errors are in the code:
   1. The player is supposed to get bomb fragments reset and an extra life when they reach 32 bomb fragments. In the current code, this only happens when a player gets more than 32 bomb fragments.
   2. The cobalt Bomb should not launch if there was one launched within the last time but it doesn't check for the timer in the code. So pressing the Z can WILL launch multiple bombs in a row.
3. There are various low-level coding errors, such as incomplete (or nonexistent) commenting and uninitialized variables.
4. Additionally, there is a strong possibility that there are many currently undiscovered errors. In other words, there are likely many more errors than stated above.