Mods:

Mini Map: Map shows a small version of the entire level

2 Power-Ups: 2 different coins can be picked up which give the player a double jump or a float

All GML- No DnD was used in this game.

Production for this game took around ten hours total.

Joseph Snedeker: Enemy creation and control, music, sound effects, power up creation and behavior.

Eshan Bhatt:

Very smooth production with little problems. Pink enemy refused to shoot up-left. Had very little time to work with one another outside of class.

We are most proud of the feature that gives player 2 enemy control as the player approaches which stops player 2 from accidentally killing his enemies when off screen.

Bug Report: Pink Enemy only shoots up left if the direction is pressed right before the shoot button, all other directions work fine (not supposed to shoot down at all)

Occasionally level transition gates don’t trigger when entered.

Background music goes quieter occasionally.