

Introduction to Game Programming

CS38101

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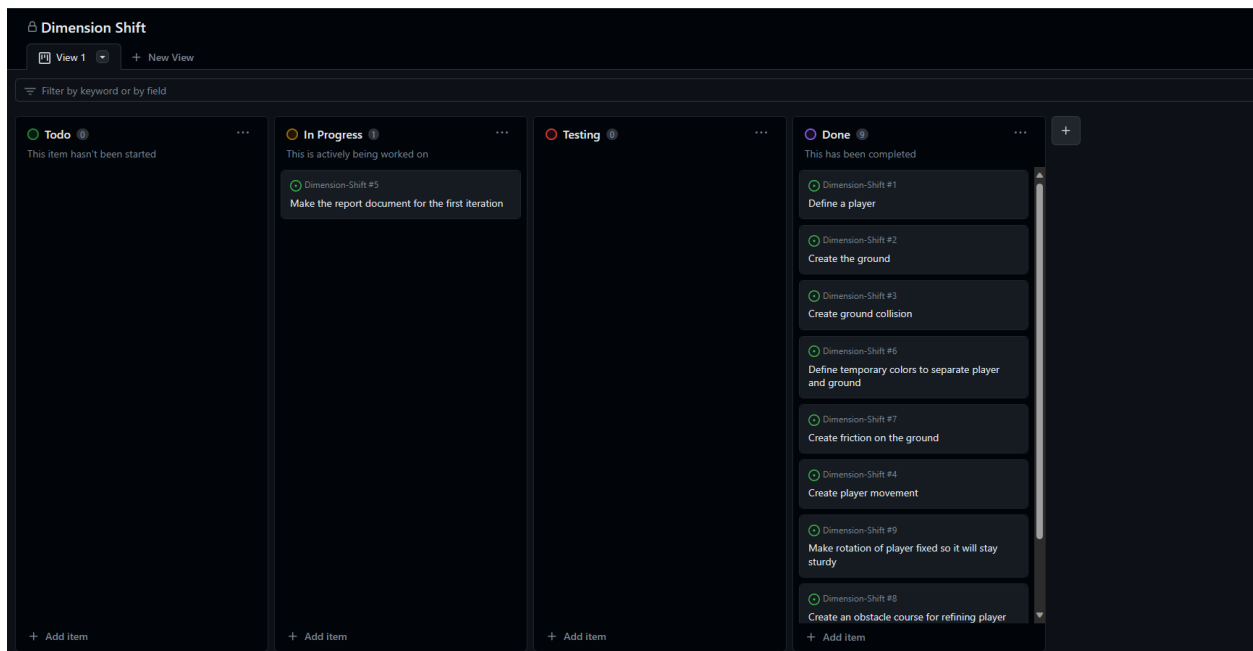
Project Report: Iteration 1

Iteration 1 Report

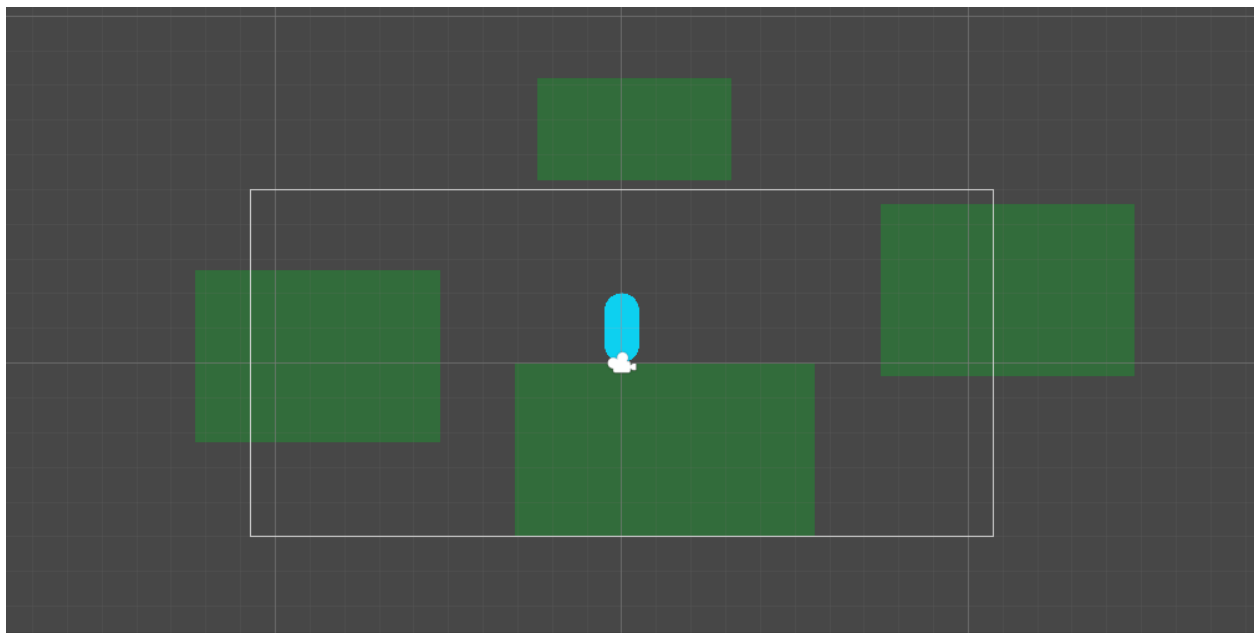
I am working alone on this project, so all the following tickets are my responsibility:

- 1) Create the project.
- 2) Define the player.
- 3) Create the ground.
- 4) Define temporary colors to separate player and ground.
- 5) Create ground collision.
- 6) Create player movement.
- 7) Make rotation of player fixed so it will stay sturdy.
- 8) Create friction on the ground.
- 9) Create an obstacle course for refining player movement.

All these tickets were completed within the given timeframe. Having said that, I did not keep good track of this project, and thus all of this was completed today. There is no excuse for this mistake, and I will ensure that it does not happen again. I do have some screenshots of what I have been working on to include:



Above is my Github project page. Right now, I am taking Software Engineering and it has been helpful in project management. The tasks that I plan on doing for each iteration end up in the Todo list so that they are on my radar. Then, I put the current task I am working on in the In Progress list. Once I am finished, I would put the task in the testing column. However, in most of the tasks so far, I have only had to test one time, so I ended up not using the test column as much this time. Finally, once an issue has been fully completed, they are put in the Done column.



This is what my scene looks like currently. The blue capsule is the player, and the green boxes are the ground. Blue and green are only temporary colors so that I can keep track of them in early development. I made a small obstacle course for the next iteration. I plan on making the camera track where the player is and follow them, and to refine the player's movement. Right now, the movement is quite jittery, and sometimes the player clips into the boxes.

Here is the link to my repository: [JsT02/Dimension-Shift \(github.com\)](https://github.com/JsT02/Dimension-Shift)