



A Dog's Journey

LOKDS

Lasya, Olivia, Kahlan, Delaney, Sanidhya

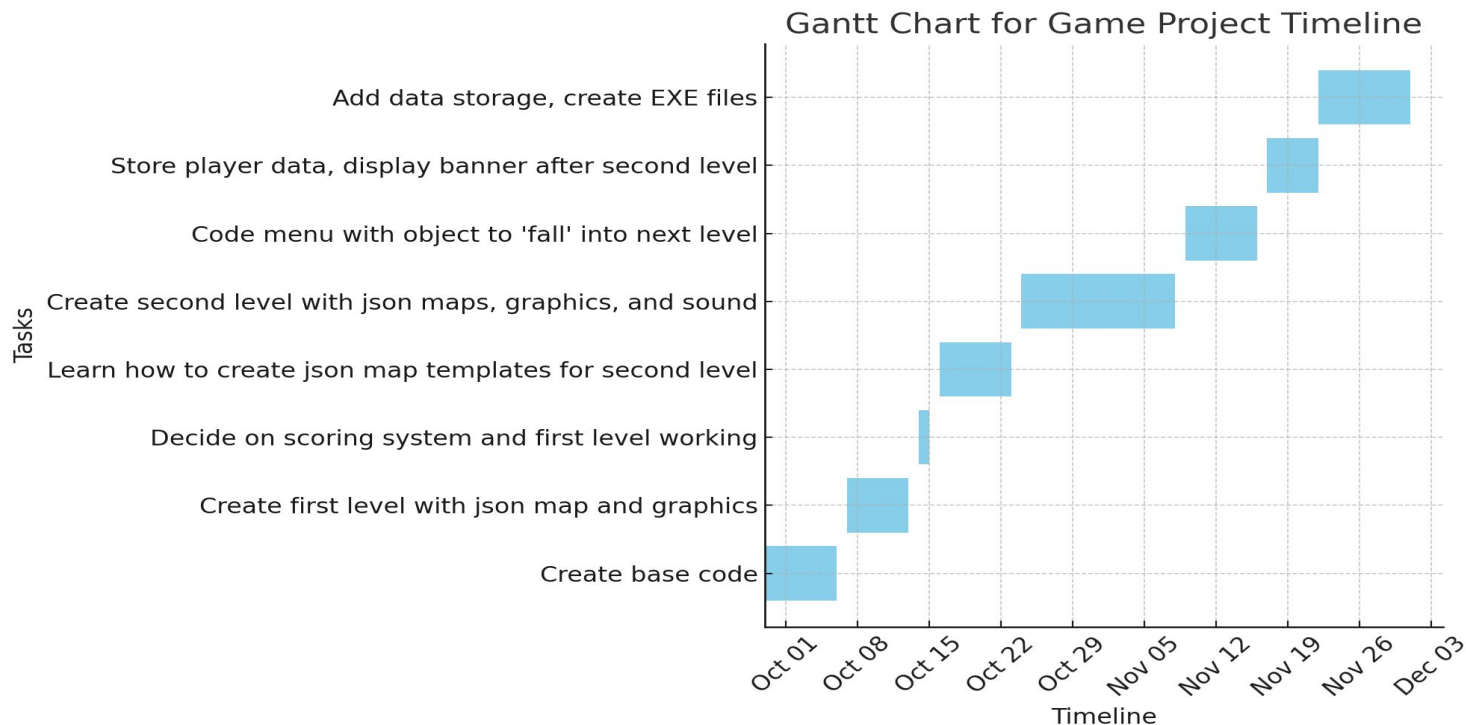


Description

‘A Dog’s Journey’ follows a resurrected dog and its journey home;

- 2D Platformer
- Side Scroller
- User plays as the dog
- Collect artifacts to move through different levels
- 16x16 pixel tiles
- Interact with npcs (gives guidance to user)

Timeline



Tasks Remaining

- Learn how to create different .json map templates for the second level.
- Create the second level using unique json maps, graphics, and sound.
- Code a menu that has an object that can be rolled allowing the user 'fall into' the next level and add new features as wanted.
- Store and update the data of the player as they play through the levels. Create a congratulations banner to be displayed upon completion of the second level.
- Decide on adding additional data storage to create a running scoreboard and or additional functionality.

Demonstration

