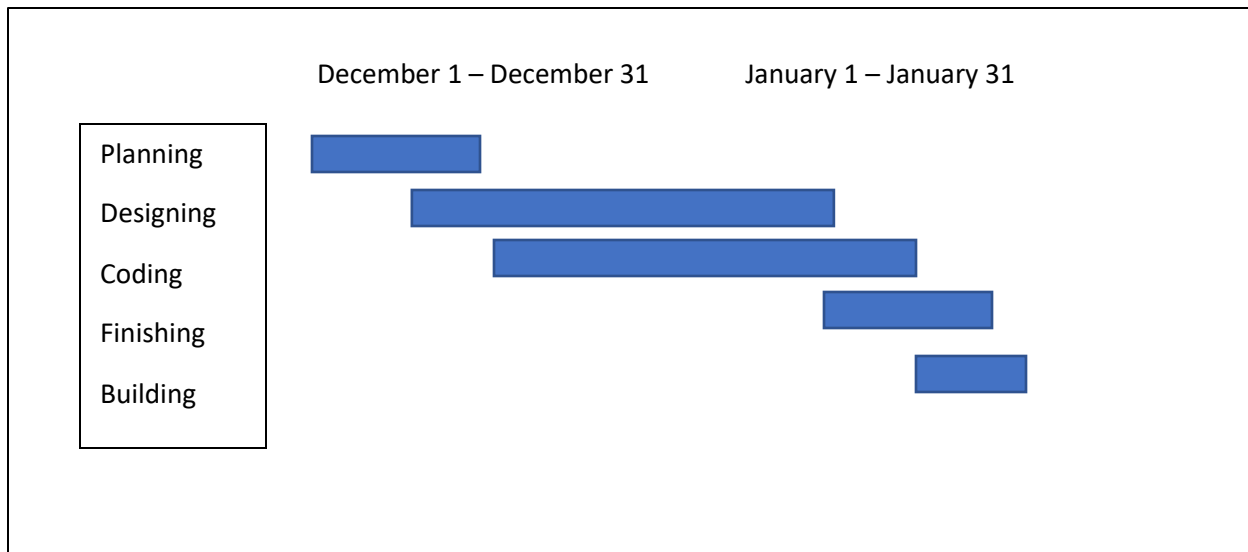# Game Engines

Task 1

The game I will be working on is a 2D platformer based on a monk which must bypass different levels until he defeats the last boss which is a Chinese dragon. I already created the main player and boss but will be using pre assets to help me in my time management and create a game. I am planning to implement basic movement meaning forward, backwards, jump and fire in the game, and I will be designing my HUD and menu screens.

Gantt Chart

	December 1 – December 31	January 1 – January 31
Planning	▇▇▇	
Designing	▇▇▇▇▇▇▇	
Coding	▇▇▇▇▇▇▇	
Finishing		▇▇▇
Building		▇▇

CRC Cards

Player

moves player sprite

casts magic

dies when -3 hearts

Bullet - Fireball
Store - manager

Enemy

follows player

damages player on collition

Gets destroyed when out of health

Game Control

Takes care of hearts

Game over

hearts
game over screen

Bullet

move forward
(direction of player)

Gets destroyed on collition

Kills AI

Sound Manager

jump sound
fire sound &
enemy death sound
collect coins sound

Score Manager

Score Text update when collecting coins

Scenes

→ Main Menu → options
↓ → Quit
Level 1
↓
Level 2 → Pause
↓
Level 3
↓
You win

Death Screen
↓
Try again
Level 1