

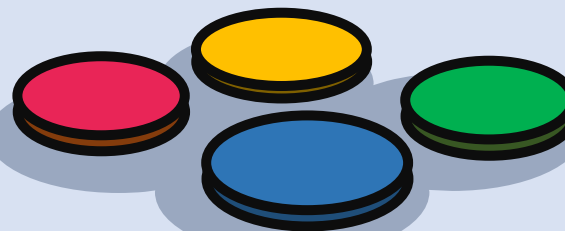
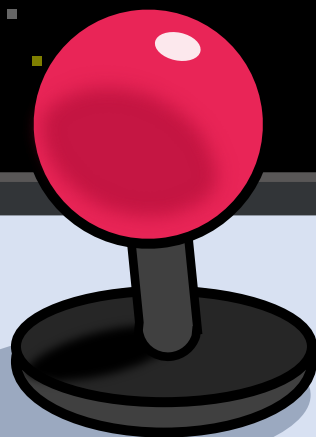
# 2D 게임프로그래밍

2차 발표

Sailor Moon Fighting Game

PUSH SPACE KEY

▶ Player – 2020184042 게임공학과 김윤수



# INDEX

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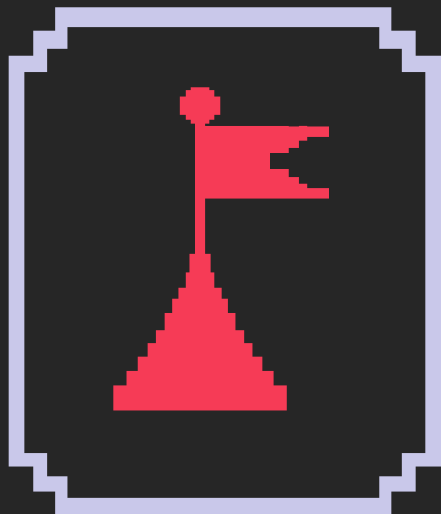


▸ 데모 시연





## 개발 일정



Git Commit



데모 시연



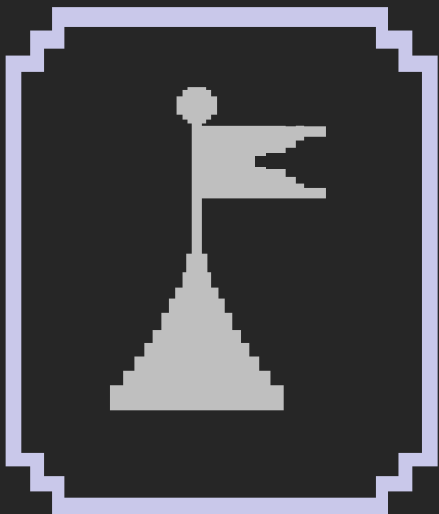
# 개발 일정 및 수정 사항

주차	내용	진행률
1주차	<b>게임 리소스 수집</b> <ul style="list-style-type: none"> <li>• Moon, Jupiter, Mercury, Mars, Venus, UI,배경 이미지 수집</li> </ul>	100%
2주차	<b>게임 화면 구성 및 캐릭터 선택 구현</b> <ul style="list-style-type: none"> <li>• 게임 화면 구성 및 캐릭터 선택창 제작</li> <li>• 플레이어가 게임 캐릭터를 고를 수 있도록 제작</li> <li>• <b>체력 UI 구현</b></li> </ul>	100%
3주차	<b>주인공 캐릭터 이동 구현</b> <ul style="list-style-type: none"> <li>• 오른쪽 , 왼쪽 이동 구현 , <b>점프 제외 , shift 달리기 추가</b></li> </ul>	100%
4주차	<b>캐릭터 공격 모션 구현</b> <ul style="list-style-type: none"> <li>• A 주먹 공격 ,S 발차기, <b>발차기 하단 공격 제외, 달리기 + 주먹 모션 추가</b></li> </ul>	100%
5주차	<b>적 AI 구현</b> <ul style="list-style-type: none"> <li>• 플레이어가 선택한 캐릭터 외 4명이 적 AI가 되도록 구현</li> </ul>	
6주차	<b>충돌 구현</b> <ul style="list-style-type: none"> <li>• 캐릭터의 몸통, 주먹, 달리기 + 주먹, 발차기에 충돌 구현</li> </ul>	
7주차	<b>캐릭터 콤보 공격 시 추가 데미지 구현</b> <ul style="list-style-type: none"> <li>• 콤보는 <b>발차기와 달리기로 조합, 달리기 + 주먹 모션 시 추가 데미지 추가</b></li> </ul>	
7주차	<b>엔딩 화면 구성 및 재시작 구현</b> <ul style="list-style-type: none"> <li>• 모든 엔딩에 따라서 엔딩 화면 제작 및 배치, 재시작 구현</li> </ul>	



## ▣ Git Commit ▣

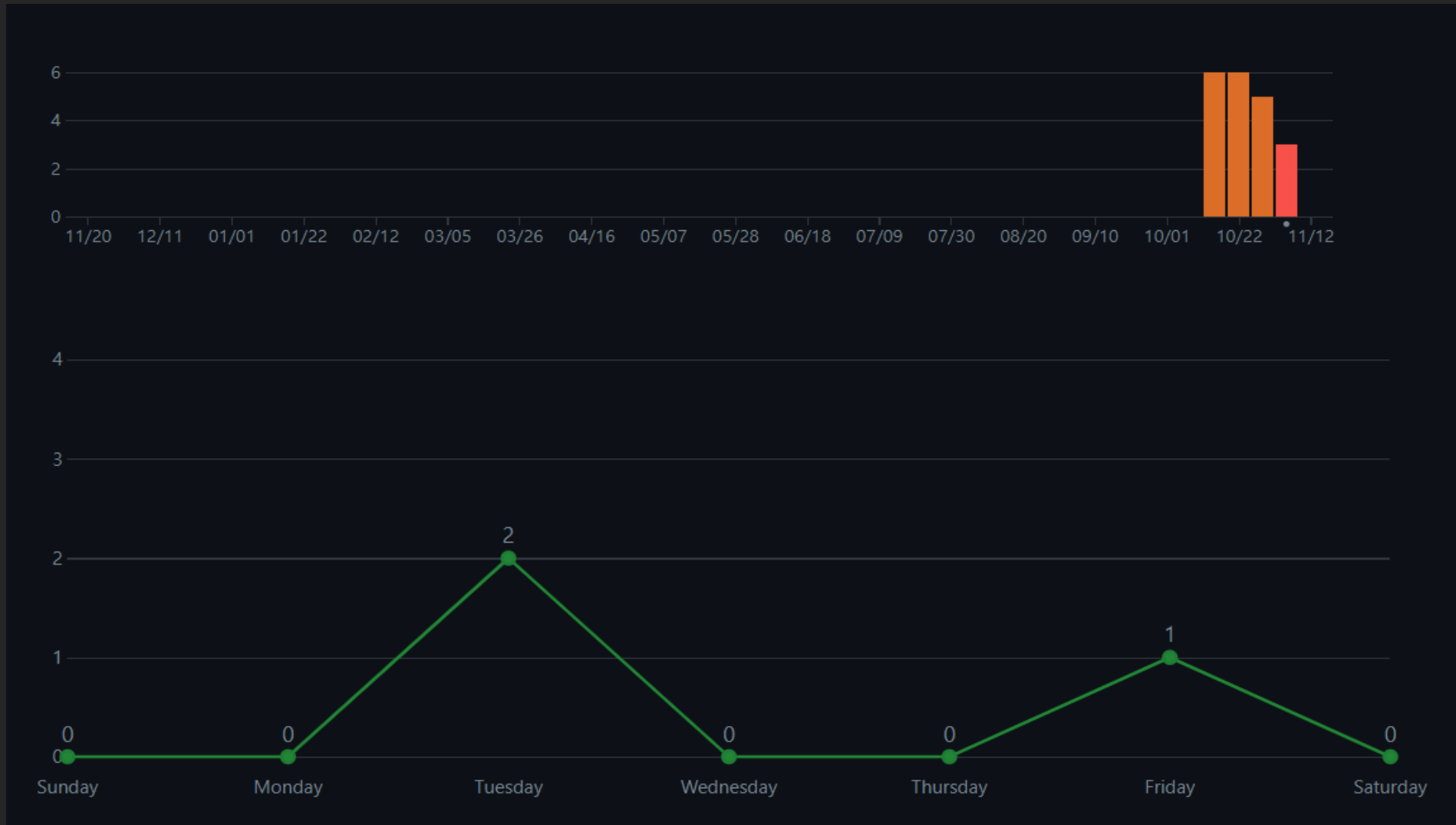
▣ 개발 일정



▣ 데모 시연



# Git Commit



# Git Commit

Commits on Oct 24, 2023

moon Idle, walk, run ,punch 구현  
Kim-yunsoo committed 3 weeks ago

59fe2f1



Commits on Oct 19, 2023

캐릭터 선택창 구현  
Kim-yunsoo committed 3 weeks ago

22a0479



게임 타이틀 제작  
Kim-yunsoo committed 3 weeks ago

dcfda24



타이틀 제작  
Kim-yunsoo committed 3 weeks ago

30e439c



주인공 리소스  
Kim-yunsoo committed 3 weeks ago

958847e



Commits on Oct 17, 2023

add gitignore  
Kim-yunsoo committed last month

51e8c5b



Initial commit  
Kim-yunsoo committed last month


8417702





# Git Commit

Commits on Oct 30, 2023



mercury Kick, RunPunch

 Kim-yunsoo committed 2 weeks ago

 607f639 


mercury Idle, Walk, Run 구현



 Kim-yunsoo committed 2 weeks ago

 cc13d12 


Commits on Oct 27, 2023



mars run , kick, runkick 구현

 Kim-yunsoo committed 2 weeks ago

 4807f8d 


mars Idle, Walk 구현



 Kim-yunsoo committed 2 weeks ago

 08e9dd5 


Commits on Oct 25, 2023



jupiter Kick ,Punch, RunPunch 구현

 Kim-yunsoo committed 3 weeks ago


 d421d98 



jupiter Idle, walk 구현

 Kim-yunsoo committed 3 weeks ago

 4a6582d 


moon kick, runpuch 구현


 Kim-yunsoo committed 3 weeks ago


 d08efe2 






# Git Commit

 Commits on Nov 10, 2023


 수정



 Kim-yunsoo committed 2 days ago

 93e3282 


 Commits on Nov 7, 2023



main 수정


 Kim-yunsoo committed 5 days ago

 5b05fb9 


hp UI 제작 완료



 Kim-yunsoo committed 5 days ago


 36dd308 

 Commits on Nov 3, 2023


venus kick, RunPunch



 Kim-yunsoo committed last week

 41ed731 


 Commits on Nov 1, 2023



venus Run, Punch 구현

 Kim-yunsoo committed 2 weeks ago

 787d7e6 

venus Idle 구현

 Kim-yunsoo committed 2 weeks ago

 8974bfe 



❖ 데모 시연 ❖

❖ 개발 일정



❖ Git Commit



# Thank you

2020184042 게임공학과 김윤수

PUSH SPACE KEY

