

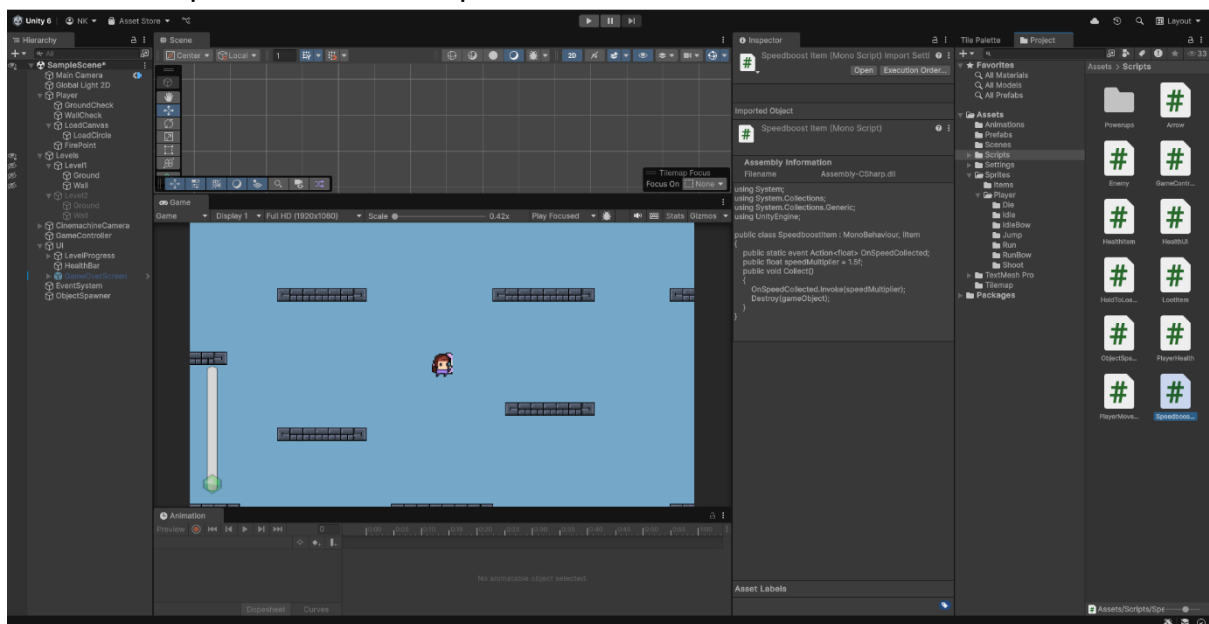
Milestone 3: Polish Phase

This was the final milestone in our game development process, focused on polishing mechanics and bringing the project to a playable state. By this point, we had implemented core features like power-ups, shooting, and level progression.

In the current version of the game, enemies track the player, and you can shoot them. When defeated, enemies drop either **XP gems** (used to fill a progress bar) or **hearts** to restore health. Once the progress bar is full, the player can hold down a specific key to move on to the next level. This system encourages active combat and adds a sense of progression without needing a traditional level-ending trigger.

At this stage, there's no defined final level or ending—the gameplay is about surviving, progressing through levels, and managing health and enemies as things get harder.

Here's a snapshot from development:



You can see the progress bar on the left, the player character in the center, and various platforms laid out for movement and combat. This view captures the game's core loop—movement, combat, XP collection, and transition.

We also polished the start screen UI. We used a real photo we took of VIA University as the background to give the game a personal, location-based touch. The logo was created using Canva, giving it a clean and stylized look that fits the retro theme.



Enemy item dropping:

https://www.youtube.com/watch?v=Xe73unMxNiY&list=PLaaFfzxy_80EWnrTHyUkkly6mJrhwGYN0&index=18

<https://laredgames.itch.io/gems-coins-free>

Fireball:

https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.clipartmax.com%2Fmiddle%2Fm2H7K9d3N4N4d3H7_fireball-clipart-pixel-sprite-pixel-transparent-fire-ball%2F&psig=AOvVaw1zjF7w2z-Xg-YQWI6PJk3x&ust=1749251161346000&source=images&cd=vfe&opi=89978449&ved=0CBcQjhqxqFwoTCLDorsuy240DFQAAAAAdAAAAABAE

Potions: <https://merchant-shade.itch.io/16x16-mixed-rpg-icons>

Background music: <https://pixabay.com/music/upbeat-game-music-player-console-8bit-background-intro-theme-297305/>

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