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For our week 4 sprint, we decided to focus more on the game features. We wanted to introduce a new level, create inventory system to the game, and revamp health system. For level design, we’re still feeling out how we should set it up, but we will focus on platforming and enemy arrangements. We also wanted to an enemy, turret, as well as a spike trap. With the second level finished, we plan to test out transitions between stages.

Another exciting feature we will be working on is inventory system. Before introducing weapons and armors, we need a way for players to switch equipements. During week four, we will set up the frame of the system. Further progress on inventory system will be made during week five.

Lastly, we want to readjust how health system works. Currently, we have five hearts that represent player’s health point. We would like to add different health values, such as half of a heart or quarter of a heart. This will also help balancing enemies versus player, as weak enemies can now attack for less than 1. We will need new sprites for the new health values.

In summary, we will be focusing on creating a new level, introducing more obstacles, getting ready for inventory system and revamping health system.