

Ranger Hale Project

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Timeline

- November 13: Project beginning, early conception.
- November 20: Early programming began.
- December 10: Audio
- December 20: Keyboard input
- January 8: Enemies
- February 23: Separate rooms
- March 12: Save files
- March 19: New Projectiles

Work Completed

- Framework with multi-object graphics handling, adaptive zooming, auto scrolling camera, audio, adaptive keyboard input, encoded save files, and adaptive room system.
- Sprites and animations for main player, final boss, various projectiles, backgrounds, walls, menu screens, and several enemies.
- Realistic physics and collisions for player, enemies, and projectiles.
- Projectiles with unique uses, and various damage/ fire rates.
- Enemies with movement, AI, and movement animations.
- A HUD system that allows for many different objects and health bars to be added, unique to each room if desired.