

First Milestone Update — 5 points

By Tuesday, 11/29, you should submit a paragraph or two describing your progress thus far. You should also submit your code to your group's project Github repository. If you are behind or ahead of schedule (according to your proposed project timeline), please explain why.

Currently, our game includes sprites that move, a gravity mechanic, and detects key input for jumping. Today, we also implemented a player dashing movement controlled by the keyboard as well. The game also includes a “game over” case, which will promptly end the game and return a score in the terminal, with one point for how many times the player character reaches the end border. We are a little behind schedule, mostly due to a lack of communication between team members. Our graphics are not at the stage we initially intended, but we are working steadily on it and should get to where we need to be by the end of the week.

This week, we intend to finalize the player's movement within the frame, combine our textures and main game files, and implement on-screen information such as health, a game over screen, and create different game states.