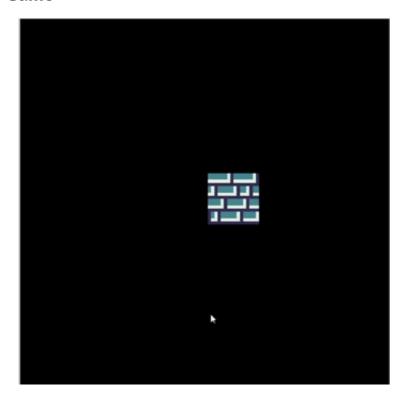
Presentation 3

Team Cyan

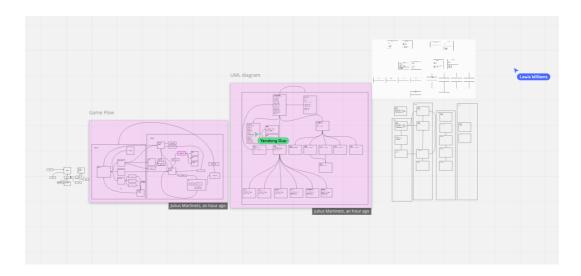
• 06 October 2020

From previous presentation

State of Game



Planning



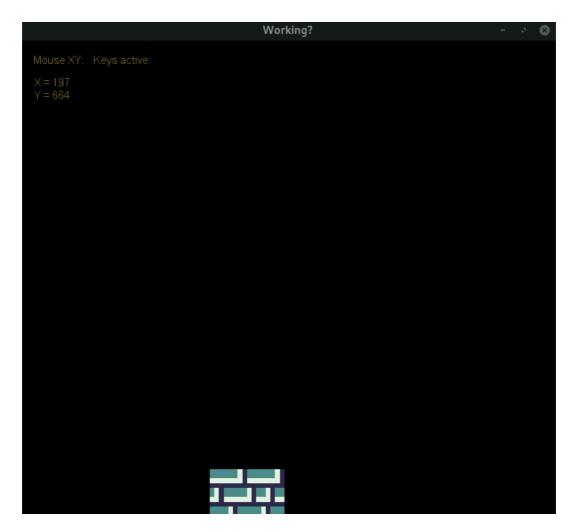
You suggested:

- MVC
 - $\circ~$ we implemented MVC structure

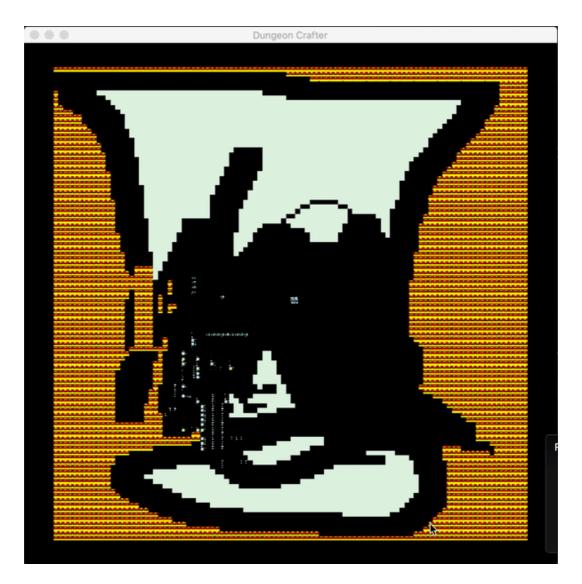
Updates

• map

• user input



• camera



• menus



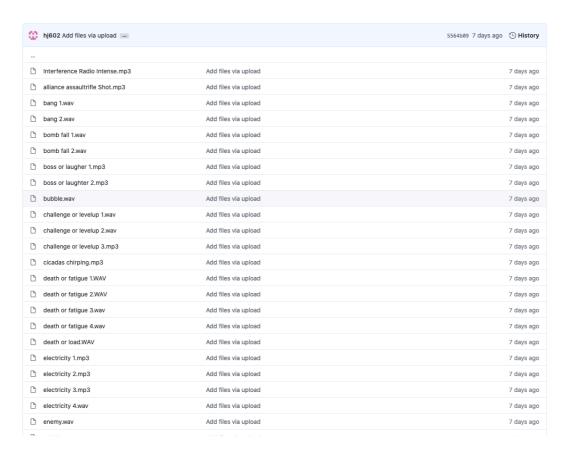
- story
- sprites





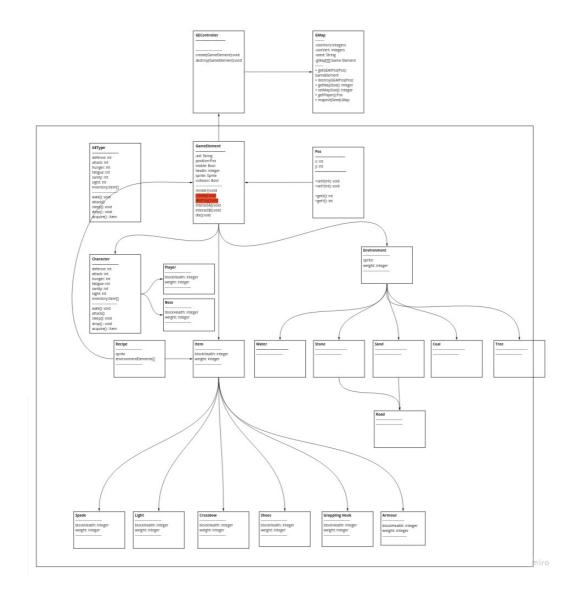


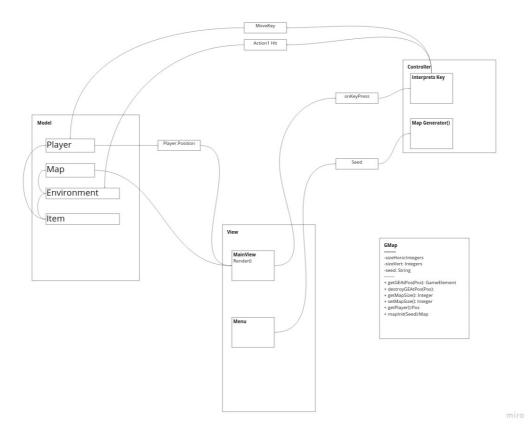
• sound



• Structure

• MVC





Future

- 1) Physics
 - falling

 - jumpingprojectile
 - collision

2) Mining

- destroying blocks
- some blocks fall
- some blocks give you items

3) Crafting

• creating items

(Maybe)

- 4) Bot enemies
- 5) Bot allie