Group: pk1501_lm3300_jtl385_dyt221_rz971

Progress Report

At this point in the process, several important basic functions have been coded and are working properly. Each group member contributed to the code in some way, either by editing a pre-existing class or function, or adding a new one. Jireh coded the bullet class, and added sound effects to the game. Luvneesh coded the player class, made the basis of the game class, and will be coding the beginning tutorial level for the game. Luvneesh is currently working on reducing lag. Robe coded the monster class and health bar. He is constantly testing and debugging the game. David made the collision detection methods for the bullet, player, and monster classes. He is currently adding the mine function. Parina made the player graphics, background graphics, writes the reports, improves player functionality, and will be working with Luvneesh on the tutorial level of the game.
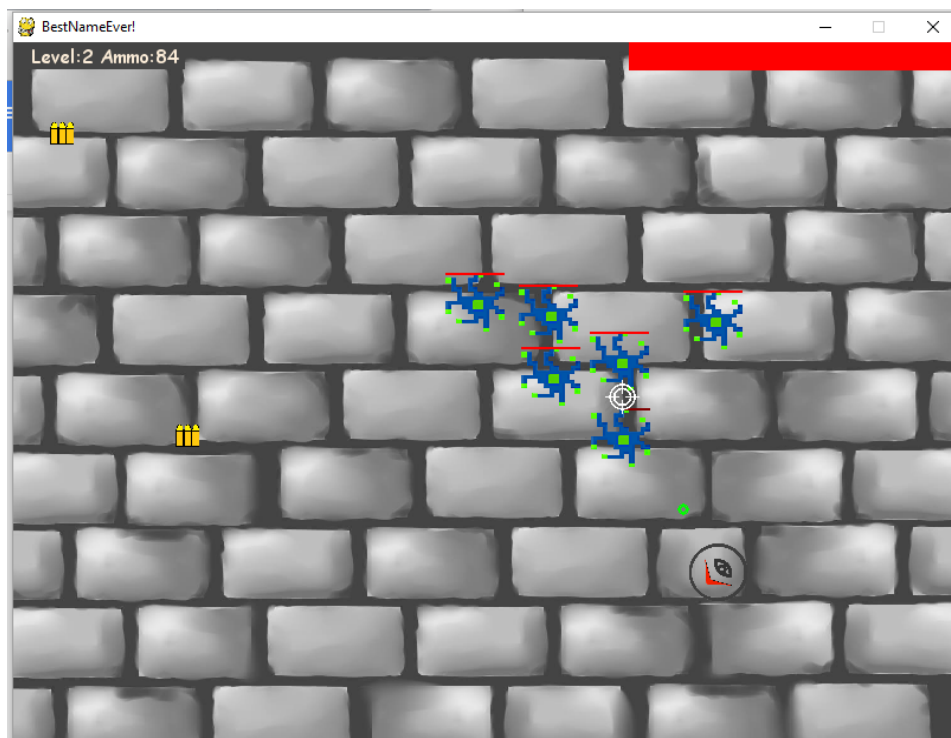
The player can either click to shoot the monsters, or press the 'R' key to shoot using the spacebar. The bullets are bright green for visibility.

Currently, the game enables a player to shoot and kill monsters. The player is controlled using the WASD or arrow keys. The player shoots either by using the mouse or using the spacebar. The player's health bar is seen in the upper right hand corner. When the player comes in contact with a monster or a triggers a hidden mine, the player's health decreases. The monster class is coded such that each monster, randomly spawned, will slowly follow the player. When the player shoots the monster, the monster's health bar gradually decreases. Monsters can trigger mines as well.
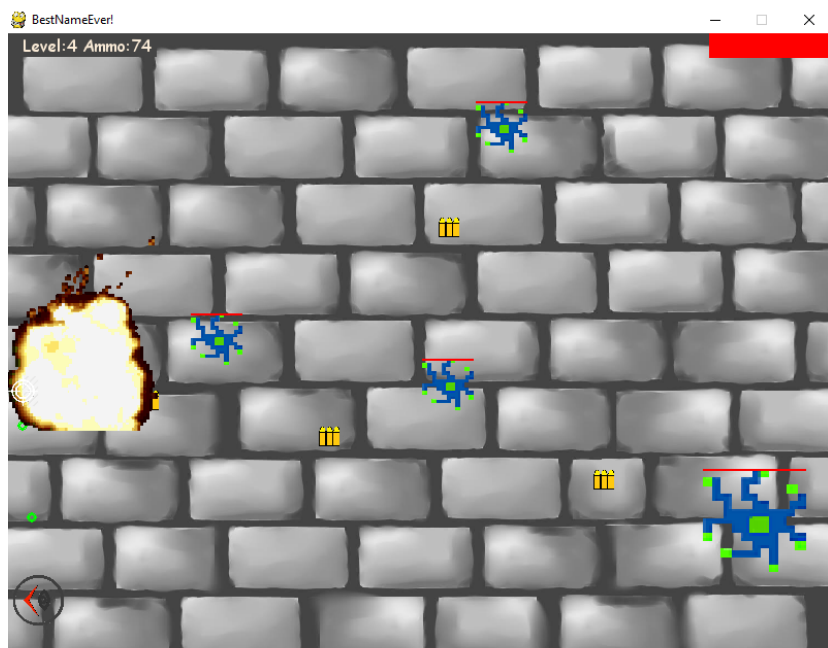
An explosion from a hidden mine can be seen from the left side of the screen. As time goes on, the player's health declines and the amount of ammo decreases.

Hidden bombs are set to appear at random locations in the game. The player is will hear a noise when their sprite approaches a mine, which allows them to avoid the mine. Also spawned randomly are monsters, health packs, and ammo packs. When each monster seen in the game has been killed by the player, the player will automatically unlock a new level. A new set of monsters will automatically spawn, with randomized strength, number and size. The player's health and ammo levels remains the same when a level is cleared. The player can only gain more health or ammo by picking up a drop. A monster that has been killed will randomly drop a health pack, an ammo pack, or nothing. As the name implies, when the player's sprite comes into

contact with a health or ammo pack, the pack sprite will disappear, and the player's health or ammo level will increase. You can view the ammo and level of the player on the upper left screen, and the health bar is the red bar on the upper right hand corner.