8-bit Side Scroller Department Parody

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Implementation

Building from scratch via Javascript

- Collision handling

- Movement (wasd?)

- Character and boss status

- Graphic/ audio development (sprites, music, etc.)

Opposed to Unity or Godot.

Storyline

You follow the path of a cosc. student through the four years of their degree, to pass each year you battle a couple bosses who are the teachers you interact with regularly through the years.

Bosses:

Confirmed: Dr.Buckner, Ward, Mike B

TBD: Anderson, Gamboa, Caldwell....(suggestions?)

Ideas

- Easter eggs pertaining to inside jokes or general experiences (Gamboa's pepsi, vending machine, etc.)

- Health regenerated by drinking coffee, "mt.dew", etc.

- Power-ups or item will be given throughout the game or bought in en4072

- Save file - is a resume or programs/ classes passed

Current / Todo

Current activity:

- Sprite board being developed
- Basic demo for movement: https://goo.gl/t8jKhR
- Tile map
- Backgrounds

Todo:

- Smooth out demo, start implementing levels, and fix mechanics

Questions? (͡° ͜ʖ ͡°)