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CS38101 Intro to Game Programming

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Project 1: Platformer

Since the projects start, we have met all the goals we’ve set for ourselves and more. Firstly, we’ve created a sprite for our player model so that they aren’t just a geometric shape. Next, we designed a level with multiple vertical stages to test the jumping and moving mechanics. The animations for jumping, running, and idle movement have also been created as well as the transition triggers between them. We have also created a goal area that currently resets the stage, but in the future will be used to send the player to the next stage.

As to what we are planning for next iteration, we have begun developing the dash mechanic of the game, to add more movement options. It is not finished yet; however, making it one of the first mechanics we would like to add to the next iteration. Along with the dashing, we would like to begin the shooting mechanics, and projectile’s movement. We also plan to add enemy objects and sprites to the game to give the player obstacles.