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CS38101 Intro to Game Programming

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10/8/2017

Project 2: Platformer

In this iteration, we have completely implemented the dash mechanic. This adds much more depth to the movement of the game, which is the pulse of any platformer. An enemy object and its accompanying sprite have been added as well, and a rigid body was added to create collision. The shooting mechanic has also been implemented as well as their animations, the enemy object will sustain a certain number of hits before they are destroyed as well.

In the next iteration, we plan on expanding the amount of abilities the player is given regarding movement and shooting. We would like to create our own sprites and implement those also. We plan on creating a user interface that shows the player’s health, the player’s score, and the enemy’s health. We will also be creating a script for the player’s health to be depleted and for the player to die, restarting the level/game.