Nicholas Naples and Lou Mayans

CS38101 Intro to Game Programming

Professor Maha Allouzi

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Project : Platformer

In this iteration, we have begun optimizing the UI to feature buttons that will trigger one of two different abilities that the player can then use. We have also added a health bar for the player and a flash to indicate damage taken. We have created a score counter as well. The enemies will now knock the player back when they take damage. The player now has a death animation. Finally, we’ve created scripts to restart the game whenever a player chooses to or whenever they die.

In the next iteration, we plan on expanding the level design to create a platforming challenge for the player. We would like to create our own sprites and implement those also. We plan on creating a user interface that shows the enemy’s health to make it apparent to the player how much damage has been dealt. Lastly, we would like to finish the ability system separately.