

~~Team~~ Team 3 - Assignment #4

~~Team~~ Asra, Rob, Trinity

Use Rob's assignment #3 submission and then upgrade?

→ to confirm with Raph!

↳ allowed!

Asra - graphics

→ medieval?

→ platform maybe stones?

→ knight maybe as player?

→ sword/coin/treasure for winning screen.

Rob - map upgrade / new layout

- add new enemy location or movement

- maybe we will try controller movement

Suzanne - Audio

→ background music

→ jump sounds

→ victory sound

→ game lost sound

* Music > 10s Sound < 10s.

Trinity -

New task

- Trinity

ME

→ add

scr

+ incl

→ custom

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→ up

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Trinity - TBD
- email! + get discord!

New task list

- Trinity doing audio

ME

→ add winner and game over screen

+

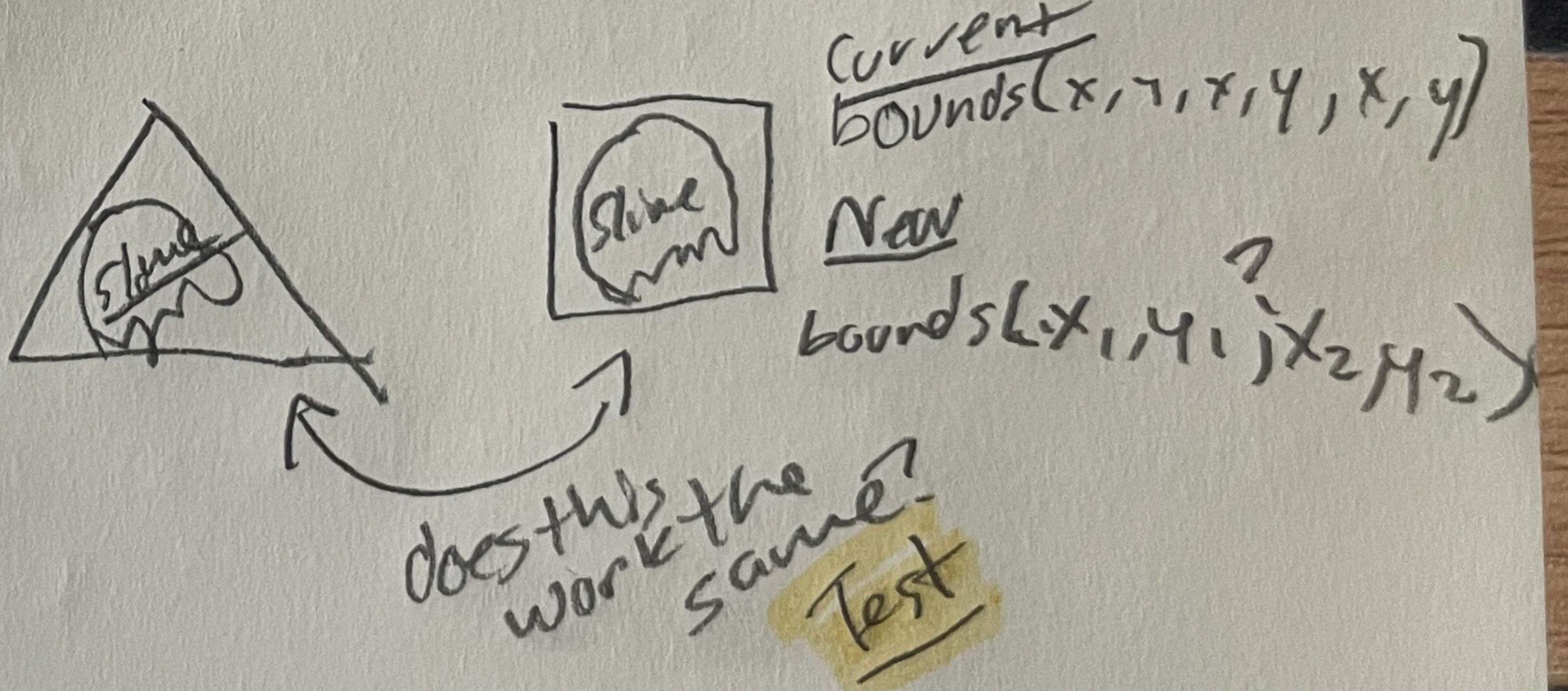
include restart game / button function

→ custom fort loads.

→ medieval theme / forts.

→ update bounds of enemy

→ currently triangles in going to squares now that we have slime



→ why doesn't audio load?

Music.Playl ... creating errors?
Playl. - check 2D reference

Group Conversation + Support

- Assigned role + implementation

Team 4

cool thanks!

March 21, 2025

lilsuzieq 2025-03-21 6:05 PM Hey All! I'm going to add the restart functionality to the game (press enter and start new game) and maybe load new fonts for game over screen

Rob 2025-03-21 6:16 PM Awesome! I added new enemy movement today and on Monday I'm going to add the new platforms, if there is time after that I might try adding controller input just to try.

lilsuzieq 2025-03-21 6:17 PM ouuu kk I should pull that into my branch lol and check wait did you push it to main or just your branch

Rob 2025-03-21 6:18 PM I believe I pushed it and merged it

lilsuzieq 2025-03-21 6:19 PM kk ill do pull from main

MEMBERS—4

- Rob
- asraa
- Robin!
- lilsuzieq

- Getting group feedback

lilsuzieq Yesterday at 12:26 AM I imported pixel font text to our end game screen! if we arent vibing that, check out dafont.com and let me know which one yall prefer 😊

Agenda Fantasy by 177Studio

Final Fantasy by Juan Pablo Reyes Altamirano

asraa Yesterday at 9:18 AM so the slime would be our enemy sprite! uh i might do some alteration to the stone but like after i'm finished other stuff i don't wanna redo it while i got other tasks, i'm going to work on adding the background and the slime texture in today so i have something in my branch law! (edited)

and i think the final fantasy font would be cool!

MEMBERS—4

- Rob
- asraa
- Robin!
- lilsuzieq

- Supporting teammates and assisting with debugging

 **lilsuzieq** Yesterday at 2:32 PM
I won't be home till like 9ish tonight so I can check then if Blair isn't available
Texture2D **[insert picture variable name]** = Graphics.LoadTexture("../..../assets/[insert pic.png]");
replace the bold with the variable name and the .png file name that is in the asset folder

 **lilsuzieq** Yesterday at 2:39 PM
for the platform one in particular
go to platform.cs
where it shows this

```
        Draw.DrawImage([insert picture variable name], 150, 100, 50, 50);
    }
    foreach (var platform in platforms)
    {
        Draw.FillColor = Color.DarkGray;
        Draw.Rectangle(platform.X, platform.Y, platform.Width, platform.Height);
    }
}

Draw.LineSize = 0;
Draw.FillColor = Color.Clear;
Draw.Rectangle(platform.X, platform.Y, platform.Width, platform.Height);
Graphics.Draw([insert picture variable name], platform.X, platform.Y);
```

I think that should work based on what Rob had previously coded as a starting point!

 **asraa** Yesterday at 3:35 PM
jumping for joy omfg thank you
i was about to start the plateform timing is so eprfect
perfect

MEMBERS—4
 Rob
 asraa
 Robin!
 lilsuzieq

 **lilsuzieq** @Rob They look great! Can't wait to see them all set up. Weird that the side to side enemies work but not the up and down ones it's probably to do with my janky code lol
lol we can adjust the code to the platforms if anything!

 **asraa** 8:46 AM
how would i specify the 150x50 vs the 50x50 (edited)
or would that be like altering the code all together

 **lilsuzieq** Click to see attachment 
lilsuzieq 8:46 AM
also amazing readme layout lol mine never looks like this lol

 **asraa** 8:46 AM
GIF

 **lilsuzieq** 8:46 AM
@asraa how would i specify the 150x50 vs the 50x50 (edited)
lilsuzieq 8:46 AM
I think as long as the PNG is 50px x 50px

 1 

i thinkkkkkk it should read that size
and then you throw in the positions and it should be ok

 1 

 **asraa** 8:53 AM


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MEMBERS—4
 Rob
 asraa
 Robin!
 lilsuzieq

 lilsuzieq 6:08 PM
what happens if you start with just JumpSound =
I checked Raphs template reference and LoadSound should work

 Robin! 6:09 PM
it breaks the whole string
itll make LoadSound green tho

 lilsuzieq 6:17 PM
kk ill have to test when im home from class
lol I have no idea

 lilsuzieq 10:21 PM
ok! finally been able to sit down and look into it!
I was able to figure it out!
Music background_music = Audio.LoadMusic(".././../assets/soundtrack.mp3");
Sound JumpSound = Audio.LoadMusic(".././../assets/Jump.mp3");
for the background music
I was able to put it in the setup section in Game.cs

```
10:22 PM
J
    Reference
public void Setup()
{
    Window.SetTitle("Dungeon Hopper");
    Window.SetSize(800, 600);
    Audio.Play(background_music);

}

/// <summary>
///     Update runs every frame.
/// </summary>
```

and it plays!
for the Jump - I realize that should be in Player.cs for sure (thats on me! sorry about that)

 Robin! 10:23 PM
oh my god thank you so much 🙌



MEMBERS—4
 Rob
 asraa
 Robin! • its september 12 2001, yo...
 lilsuzieq