DESCRIBE MVF: what it does, what works, what doesnt work, what the next step for it would be

Player Character

* 2nd mvf
* Acts as the player to interact with the level
  + Takes in their input
    - Move and jump
* Still some issues
  + Not locked to the path
  + Failure to jump at times
* Next step
  + Animation
  + Moving platform support

The controllable character was our second minimum viable feature for the project. The character takes the form of a treasure hunter seeking riches. The player controls the character, taking in their input to move the character or make them jump. There are still some issues with the current implementation of the character. One of these is that the player can move off the path accidentally, essentially breaking the game sequence. At other times, the character sometimes fails to jump. The next step for the character is to introduce animations for them, as well as to allow the character to move with moving platforms.

Health and Death

* 5th mvf
* Joined mechanics as they interact directly with each other
* Player has set health
  + Loses health when running
  + No Health
    - Show death screen
      * Allows respawn or exit
* The ui is not in the correct position/the correct size
* Next step
  + Add designed graphics
  + Better visuals on health loss

The health mechanic and death mechanic were our joint fifth minimum viable feature for the project. These mechanics were joined together as they interact directly with each other. When the player spawns, they start with a set amount of health. When the player runs into either enemies or damage-dealing traps, they lose health. Once they have no health left, the player “dies” and the death screen is shown. The death screen allows the player to either respawn or exit the game. The only issue with this feature at the moment is that the user interface is not placed correctly on the screen due to scaling issues. The next step for these mechanics is to add designed graphics to both the health bar and death screen, as well as to give clear visuals when the player loses health.

Any further implementation/non-implementation

* Checkpoints
  + One of our extended features
    - Simple to implement
  + Save points throughout level
    - Acts as respawn points
  + Next step
    - More visual impact
* Next step
  + Adding sounds
  + Adding additional levels
  + Menus

While implementing our minimum viable features, we found that one of our extended features, checkpoints, was very simple and quick to implement. Checkpoints activate when the player walks past and, when activated, act as the player’s respawn point for when they die. The next step for checkpoints is to test the feature to check whether it is clear for the player when it activates.

The next stage of development would see the addition of sounds into the project, new levels to play through after the tutorial as well as both a start menu that shows on launching the game, as well as an in-game menu to force a respawn or to exit the game.