Dungeon Survival.

The first phase of the game was to make a good stage for the game to be played. Background, character sprites, etc.

After that was done, I created the Player class. With basic locations and direction as variables.

Then I made the enemy “knight” appear in the stage. It now randomly appears on random locations. They all look at our first location when they were first born.

Then I made Bullets and shield. The bullets were destroying the enemy, but shield didn’t have much of a use.

The enemy died too easily, now they don’t die when I shoot them in the front. They have shields.

We got a new enemy “gunny”. It is an alien with a gun. It doesn’t projectiles yet.

The enemy bullets are now in game and working.

The knights can damage me when I touch them. Now I have 10 hp and 2 different enemies. The hp is displayed on the screen.