Report

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# Game play description

You are a robot trying to escape his fate. You fight other robots and try to collect all the keys to open the door that leads to your escape. In this game you make your way through the level by making use of teleportation voids. These voids teleport you from one void to another.

# Weekly reports

## Week of 5 March

|  |
| --- |
| Added functionality |
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|  |

## Week of 12 March

|  |
| --- |
| Added functionality |
| Movement, movement sprites (no jump sprite yet)  Test level implemented (still need to fix vertical movement) |
|  |

## Week of 19 March

|  |
| --- |
| Added functionality |
|  |
|  |

## Week of 26 March

|  |
| --- |
| Added functionality |
|  |
|  |

## Milestone, week of 16 April

|  |
| --- |
| All functionality |
| Avatar movement + walking sprites |
| Enemy movement - basics |
| Level concept |
| Keys/items you pick up to open a “door” |
| Bullets you can fire with avatar |
| Gravity block concept to switch gravities |
| Game stops when hitting an enemy |
|  |

## Week of 23 April

|  |
| --- |
| Added functionality |
| Started on new project- |
| Movement of avatar |
| Added a level with collision  --collision still not working propperly |
|  |

## Week of 7 May

|  |
| --- |
| Added functionality |
| Added teleportation blocks |
| Player can now teleport from tpblock to tpblock |
| Changed collision –still not working propperly |
|  |

## Week of 14 May

|  |
| --- |
| Added functionality |
| // |
|  |

## Deadline, see exam timetable

|  |
| --- |
| All functionality |
| Player basic movement |
| Player animation with spritesheet (Idle, shoot, run, runshoot, jump, jumpshoot, death) |
| Player collision with level |
| Player collision with enemy bullets |
| Player collision with game objects(Keys, extra life pickup, Teleportation blocks) |
| Player can shoot bullets |
| Player hit sound |
| Enemy checks if player is nearby |
| Enemy can shoot at player |
| Enemy animation with spritesheet(Idle, shoot) |
| Enemy collision with player bullet |
| Enemy height differs with its HP |
| Enemy height randomises shoot position |
| Enemy collision with level |
| Enemy Death sound |
| Enemies can be reset |
| Bulletmanager creates bullets on shoot |
| Bullet collision with level |
| Bulletmanager deletes bullets after x amount of time |
| Bulletmanager has shoot cooldown set by the enemy class |
| Bullet shoot sound |
| Bullet animation with spritesheet |
| Teleportblock can teleport player |
| Teleportblockmanager connects 2 teleport blocks |
| TeleportBlock collision with player |
| Teleportblock animation with spritesheet(Purple when active, red when on cooldown/disabled) |
| Teleportation triggers cooldown |
| Teleportation sound when player teleports |
| Teleportationblocks can be reset |
| Keymanager makes keys |
| Key can be picked up by player |
| All keys collected checker |
| Keys can be reset |
| Keys pickup sound |
| Keys have a texture |
| Door class |
| Door manager class |
| Door manager class checks if keys are collected |
| Door gets removed if all keys collected |
| Door opening sound |
| Avatar collision with door |
| Door texture |
| Doors can be reset |
| Extra lives can be picked up |
| Extra life manager handles player collision |
| Add life to player on pickup |
| Check if player already at full lives |
| Extra life Pickup sound |
| Extra life texture |
| Finish chest |
| Game win condition on avatar collision |
| FinishChest texture |
| HUD displayes player lives |
| Camera follows player |
| Camera stops at window boundaries |
| Light texture darkens edges |
| Ligh texture follows player |
| Created and added main theme song |

# Your notes