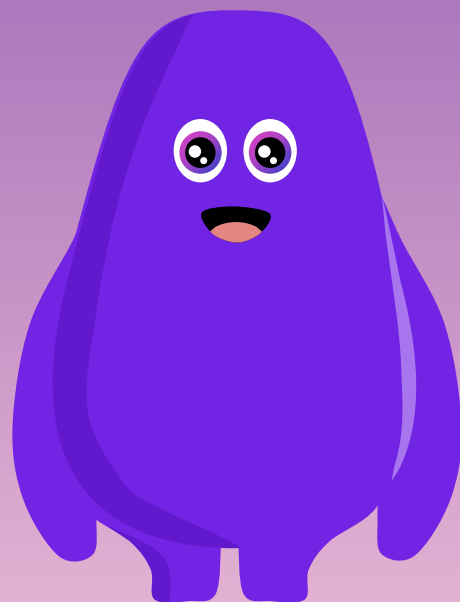


Bumpy Monster



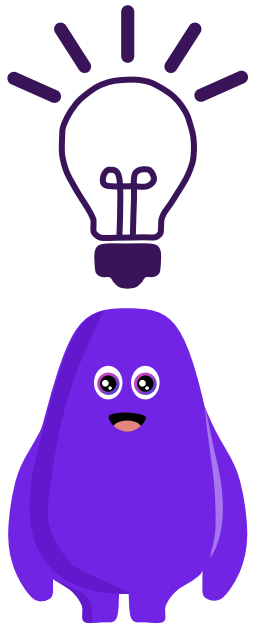
Bumpy
Monster



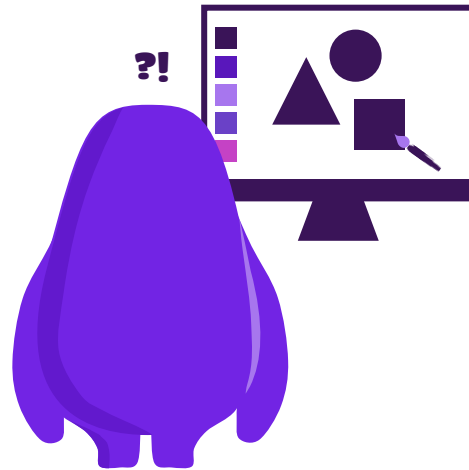
Bumpy
Monster



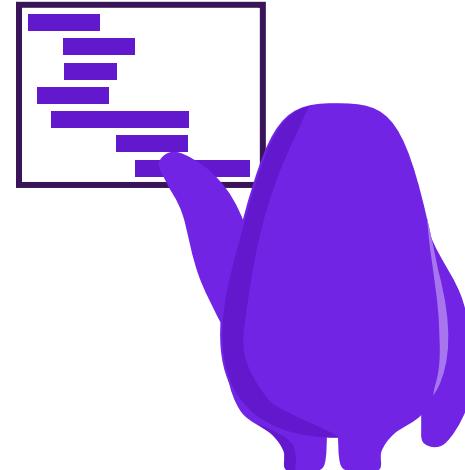
SPELIDÉ



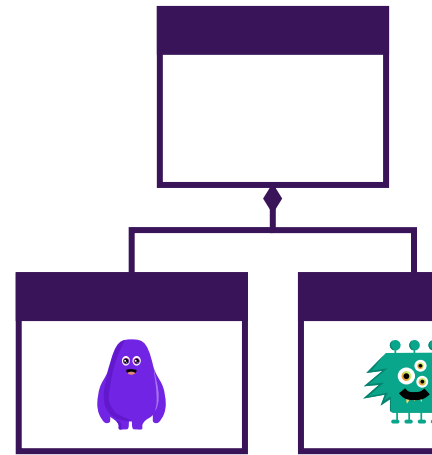
DESIGNSKISS



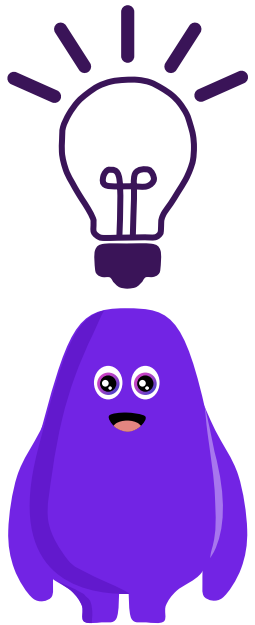
GANTT SCHEMA



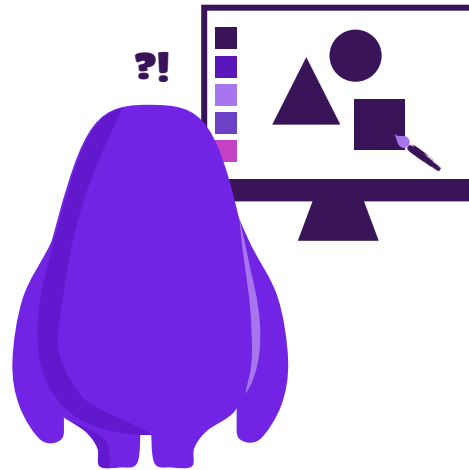
UML DIAGRAM



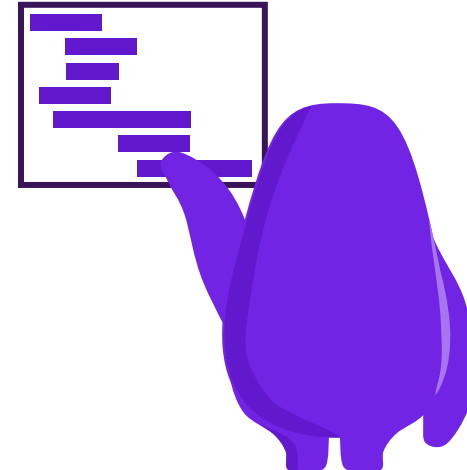
SPELIDÉ



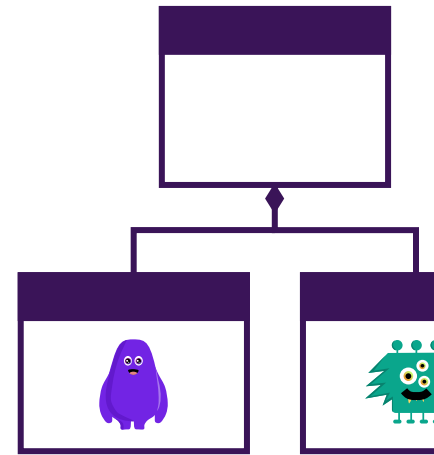
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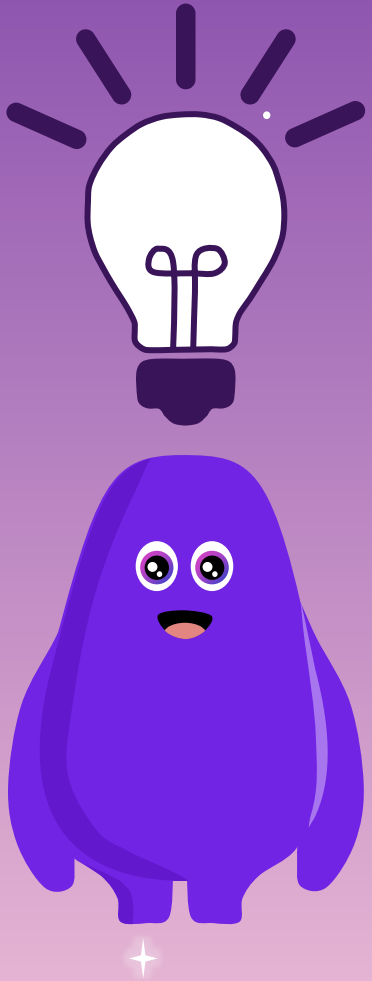


GANTT SCHEMA



UML DIAGRAM

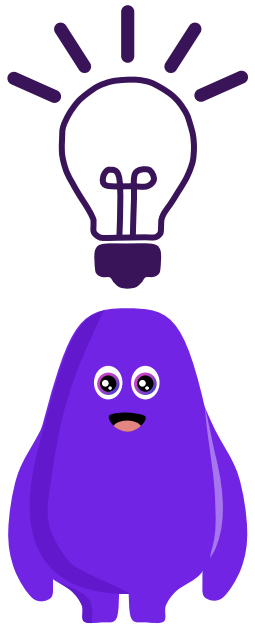




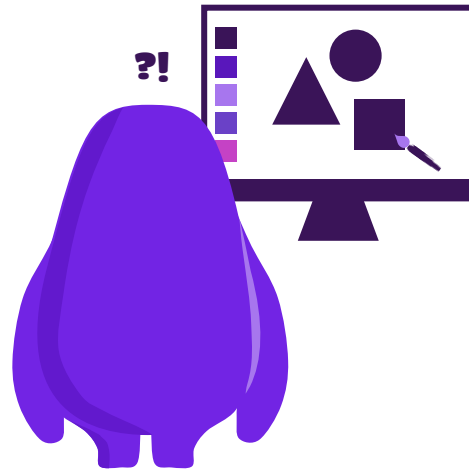
SPELIDÉ

- Monstret Bumpy
- Hoppar uppåt i en spelbana med hjälp av plattformar
- På vägen upp finns det power-ups/boosts och fiender
- Kan skjuta fiender
- Om den missar att hoppa till nästa plattform eller krockar med ett monster blir det “Game Over”
- Power-ups som gör att den kan röra sig snabbare under en viss tid eller bli osynlig
- Ett score och highscore ska visas

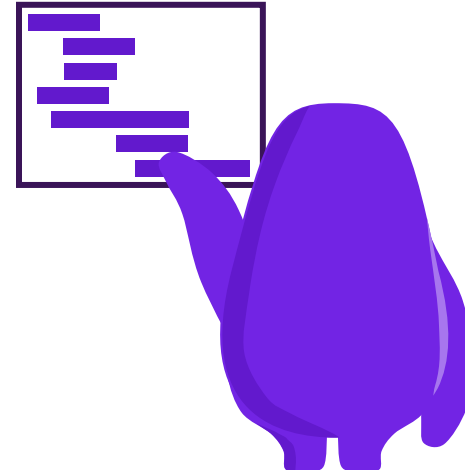
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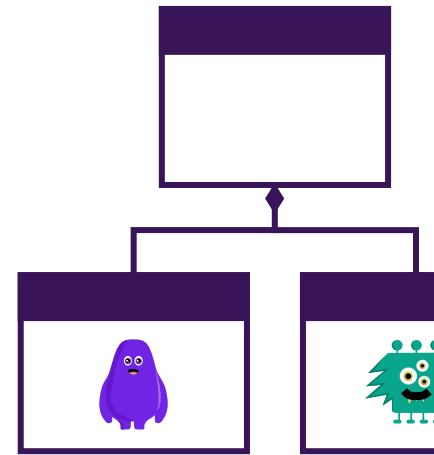
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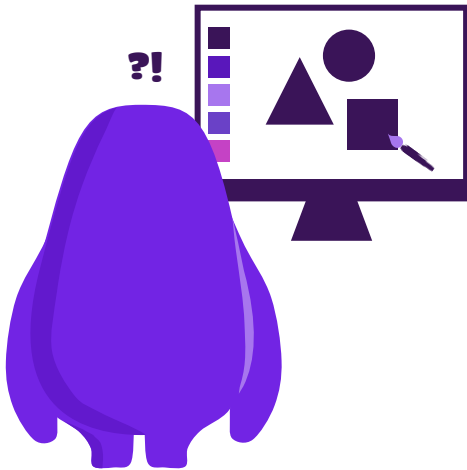
GANTT SCHEMA



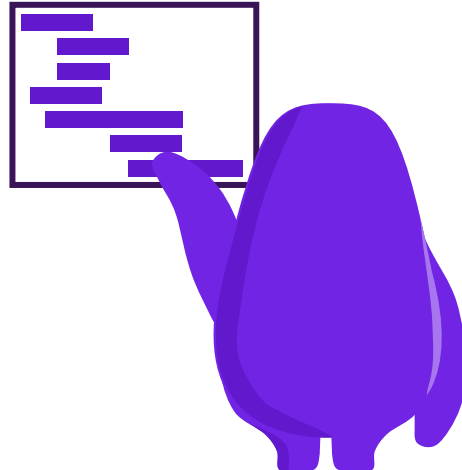
UML DIAGRAM



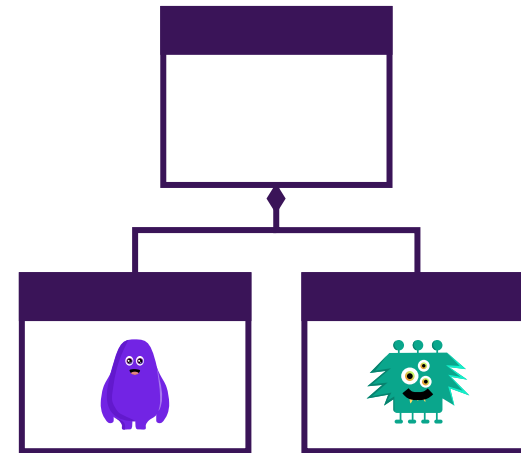
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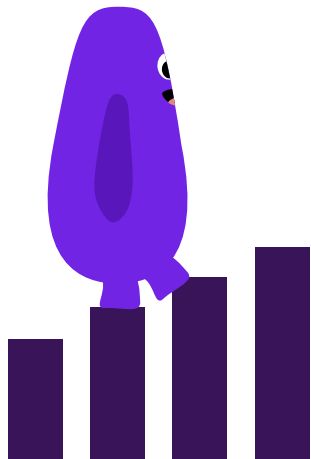
GANTT SCHEMA



UML DIAGRAM

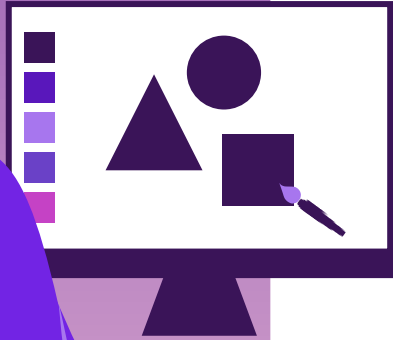


SPELETS UTVECKLING



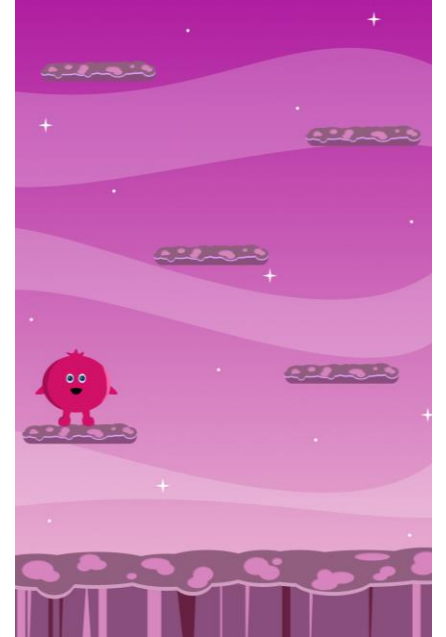
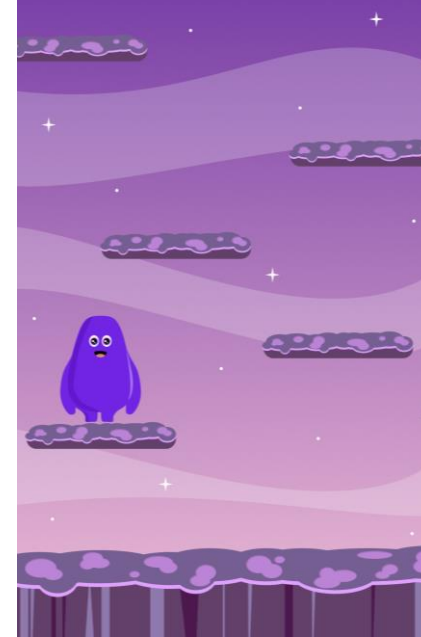
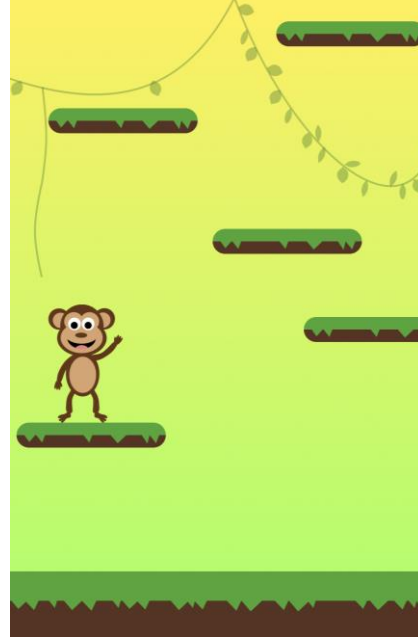
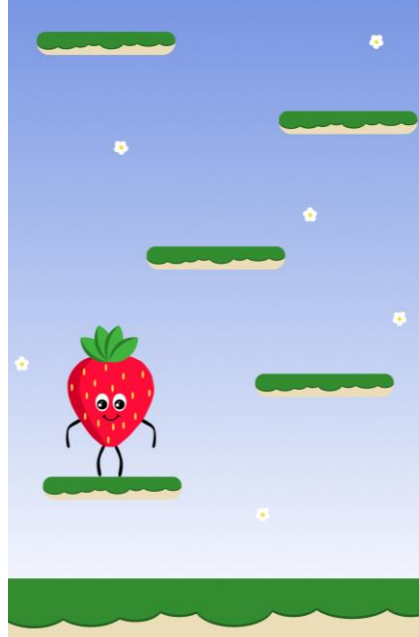
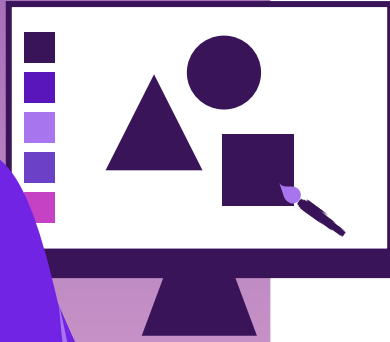
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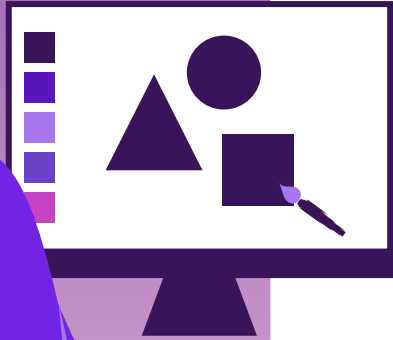
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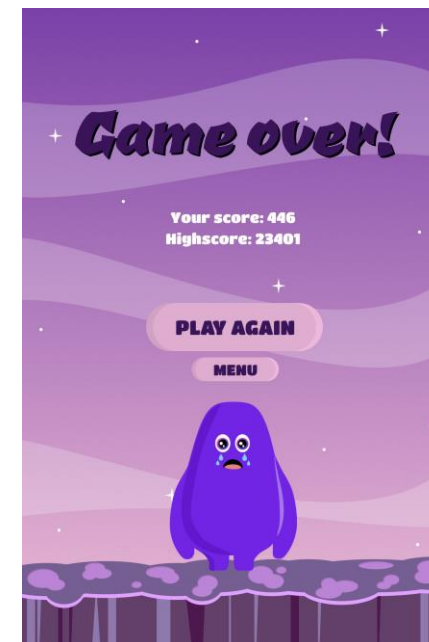
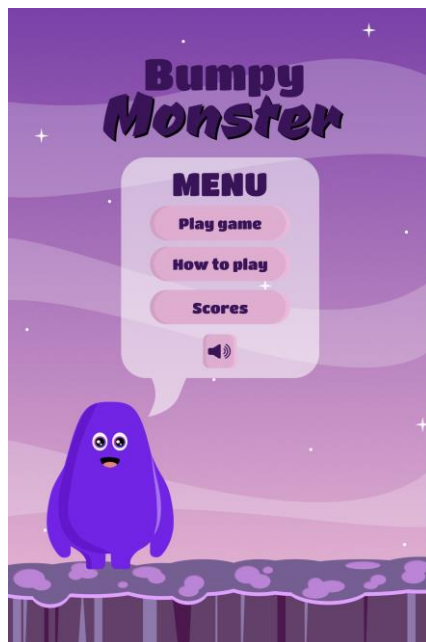
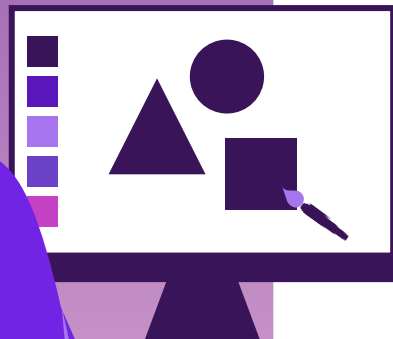
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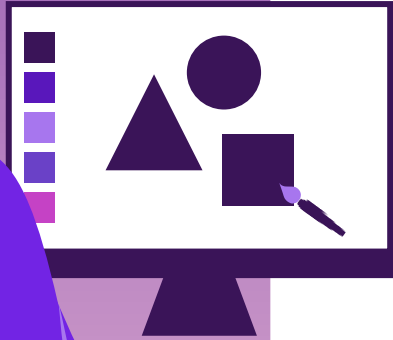
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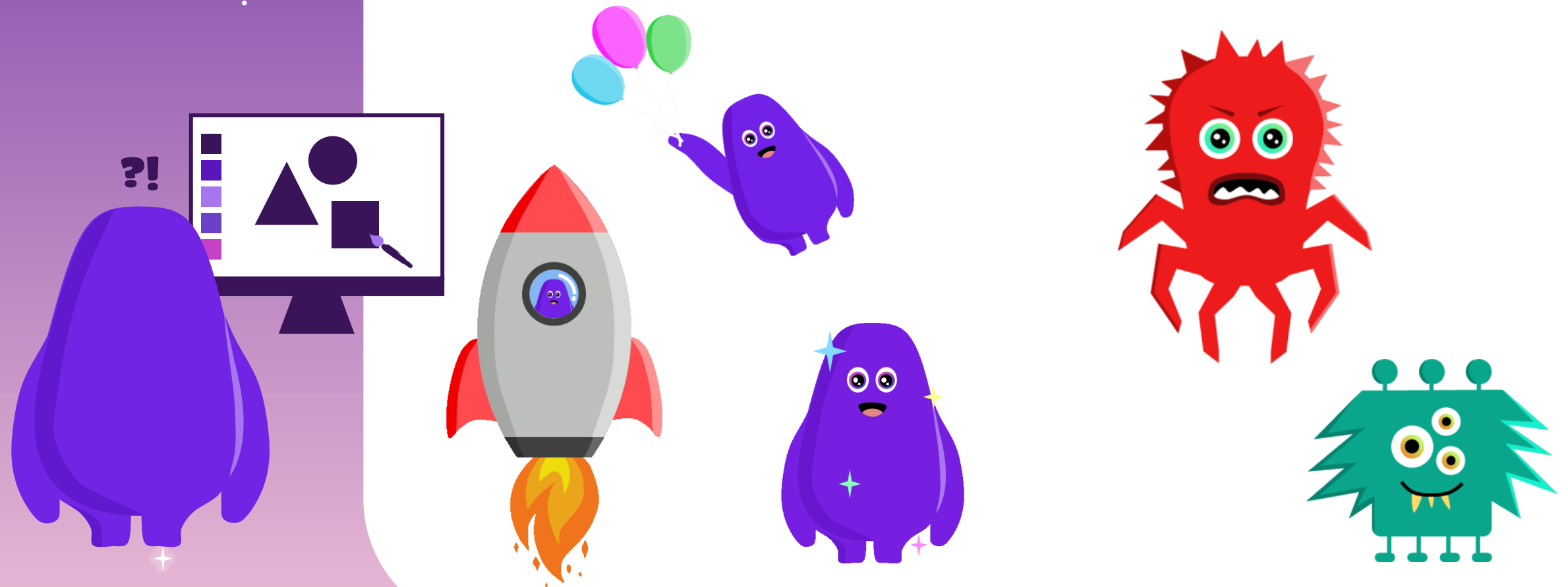


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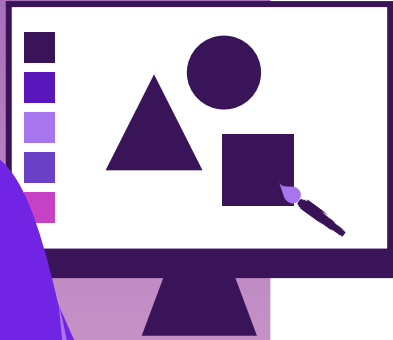


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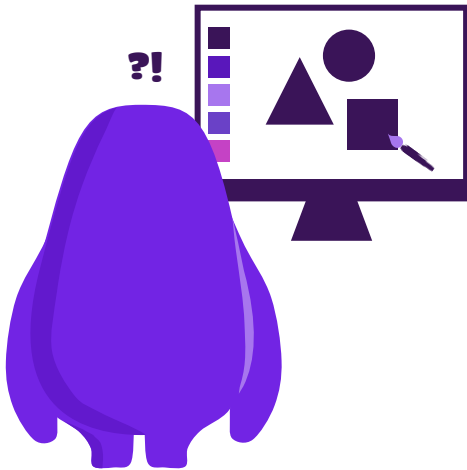


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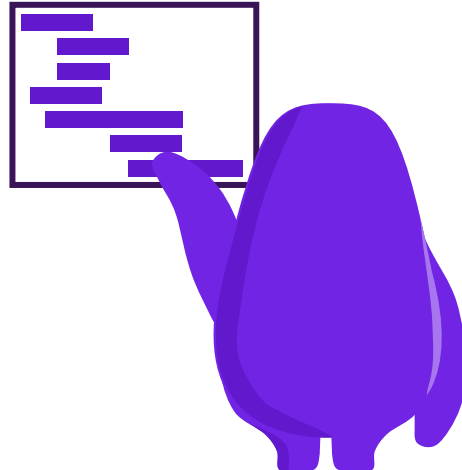
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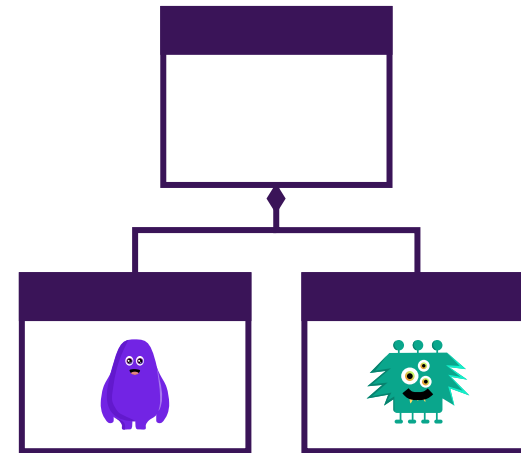
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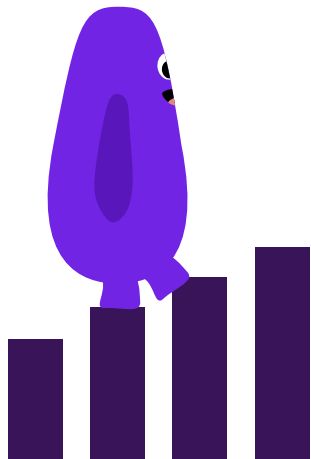
GANTT SCHEMA



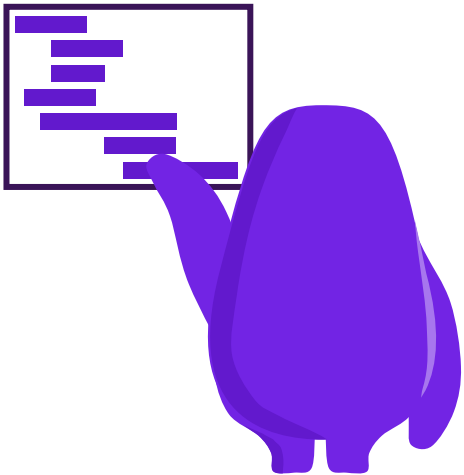
UML DIAGRAM



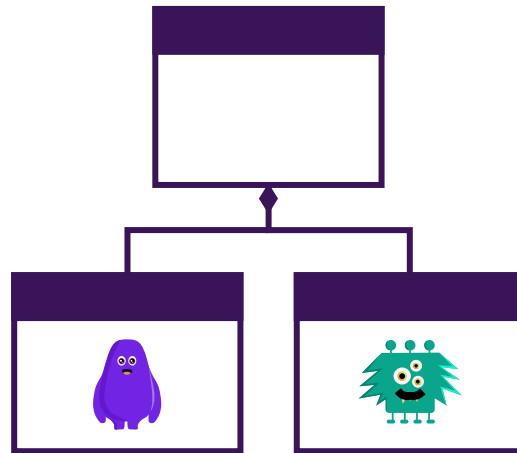
SPELETS UTVECKLING



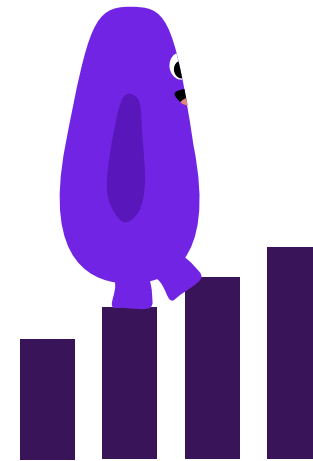
GANTT SCHEMA



UML DIAGRAM



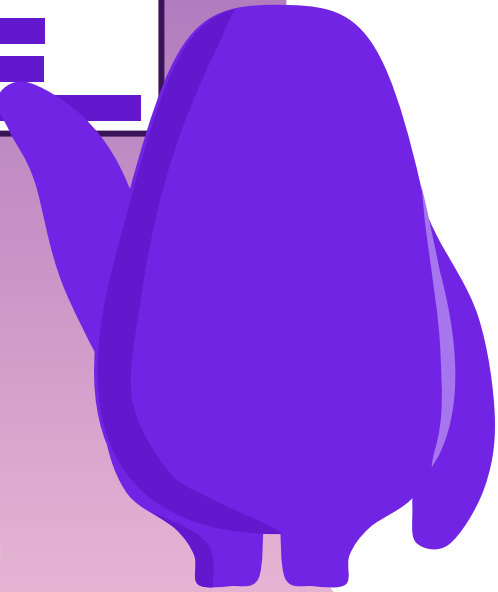
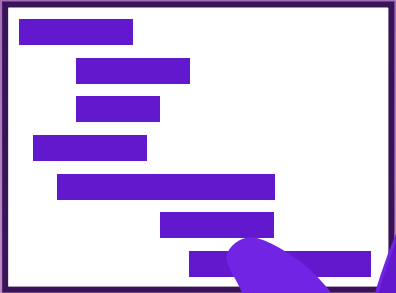
SPELETS UTVECKLING



SPEL DEMO

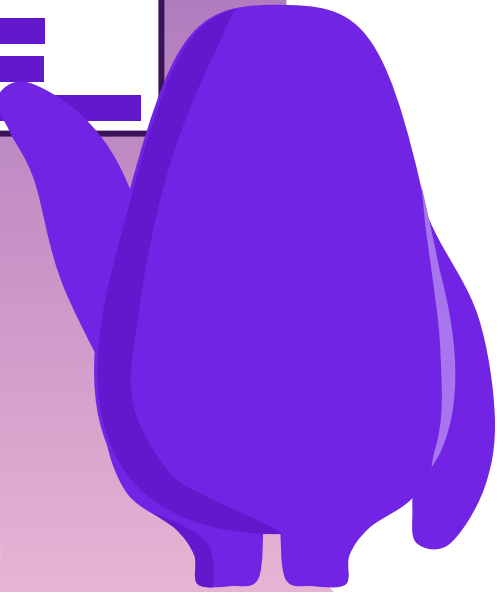
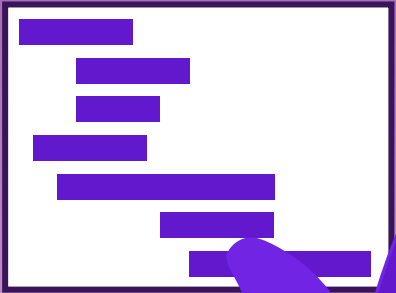


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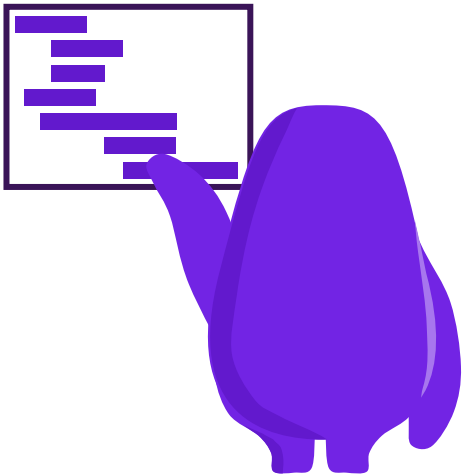


| Percentage of respondents | Percentage of respondents |
|---------------------------|---------------------------|
| 10 | 10 |
| 20 | 20 |
| 30 | 30 |
| 40 | 40 |
| 50 | 50 |
| 60 | 60 |
| 70 | 70 |
| 80 | 80 |
| 90 | 90 |
| 100 | 100 |

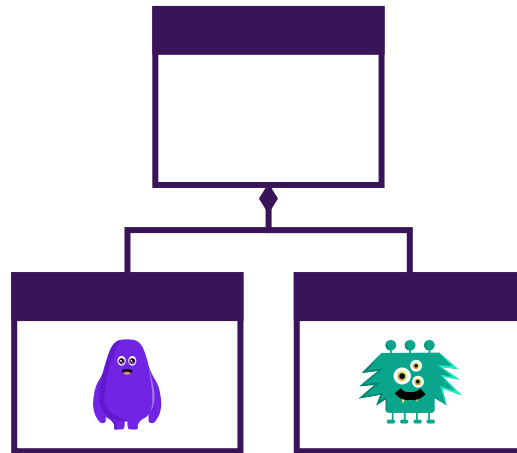
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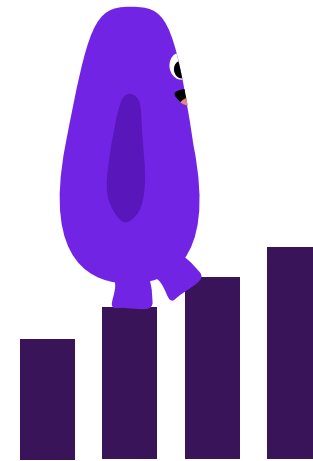
GANTT SCHEMA



UML DIAGRAM



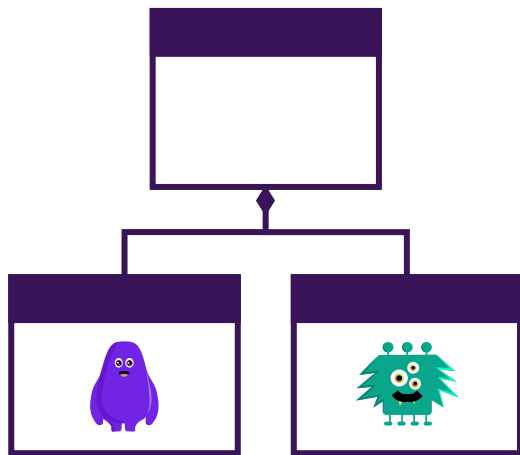
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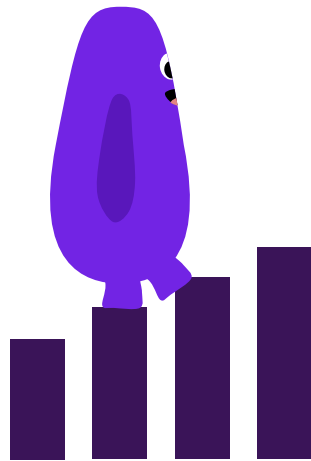
SPEL DEMO



UML DIAGRAM



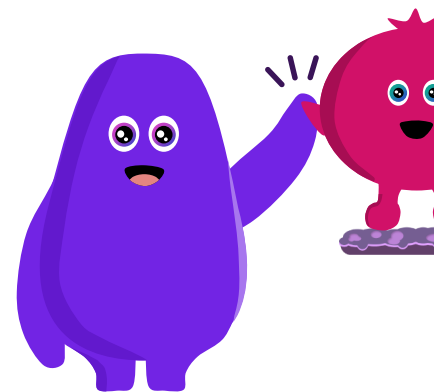
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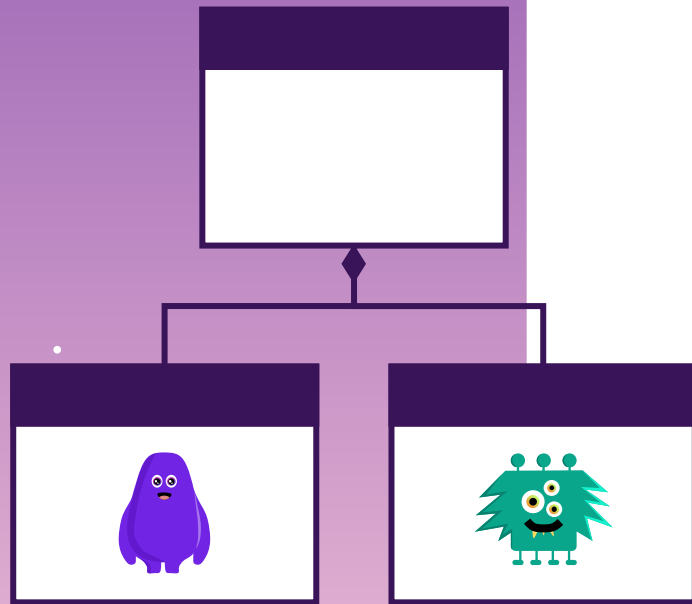
SPEL DEMO



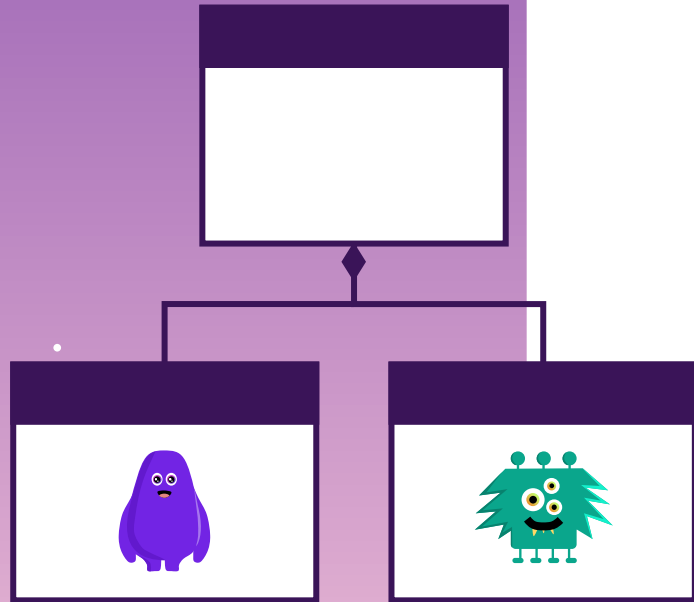
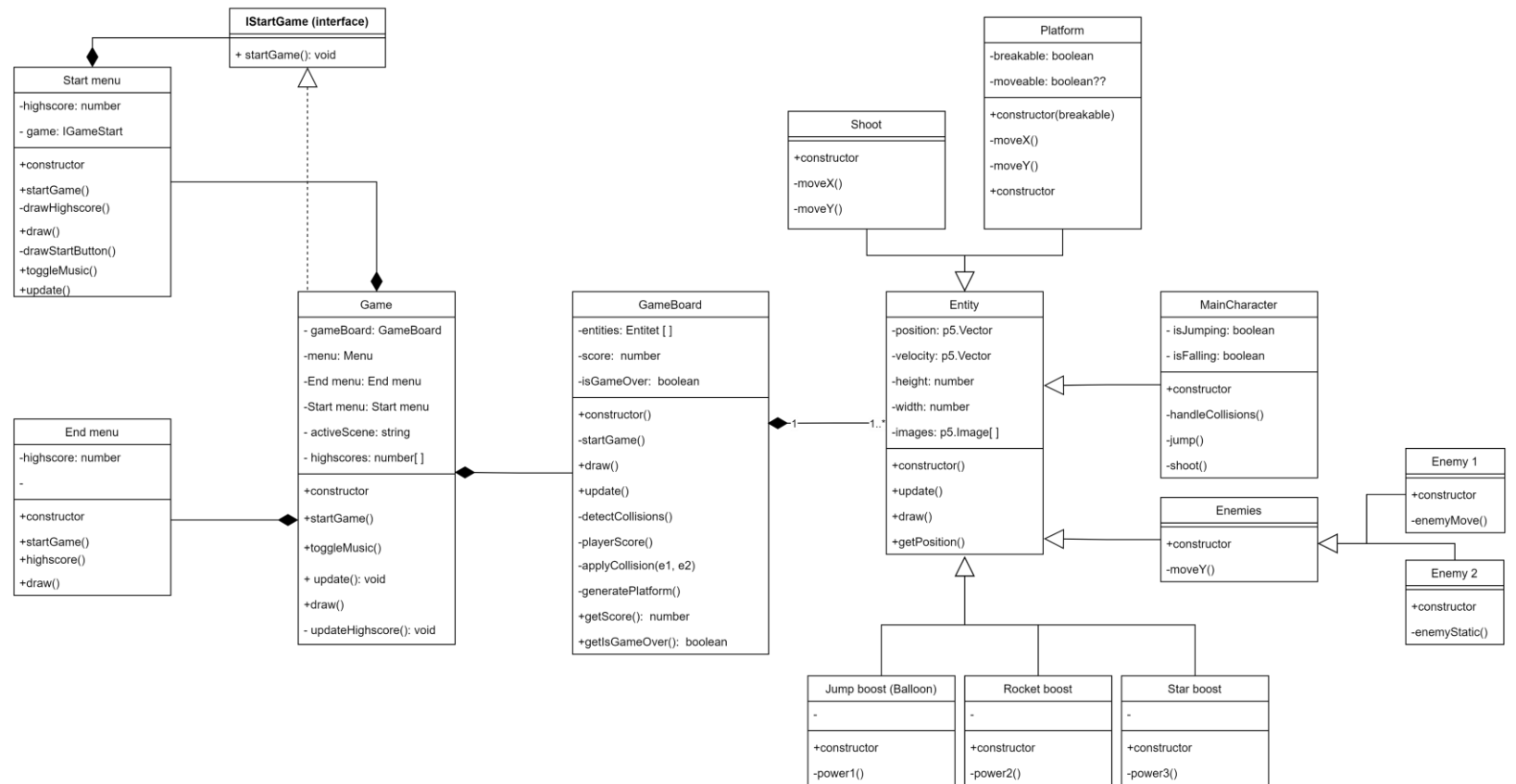
5 SAKER SOM FUNGERAT BR



UML DIAGRAM

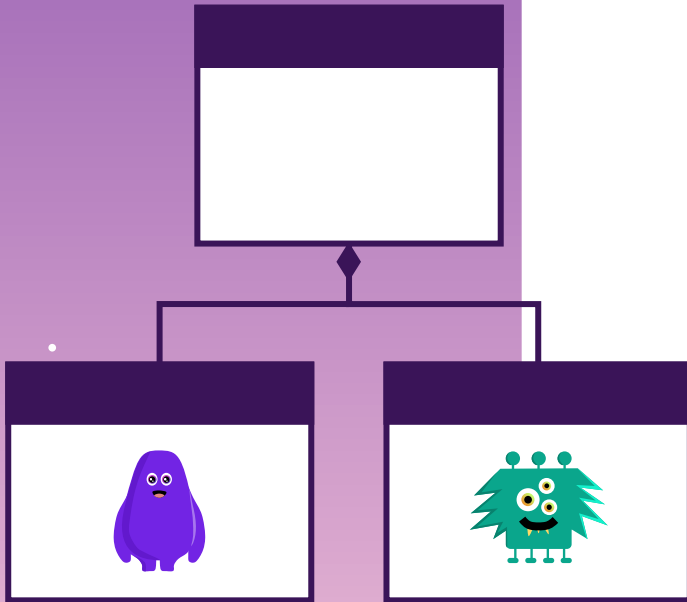
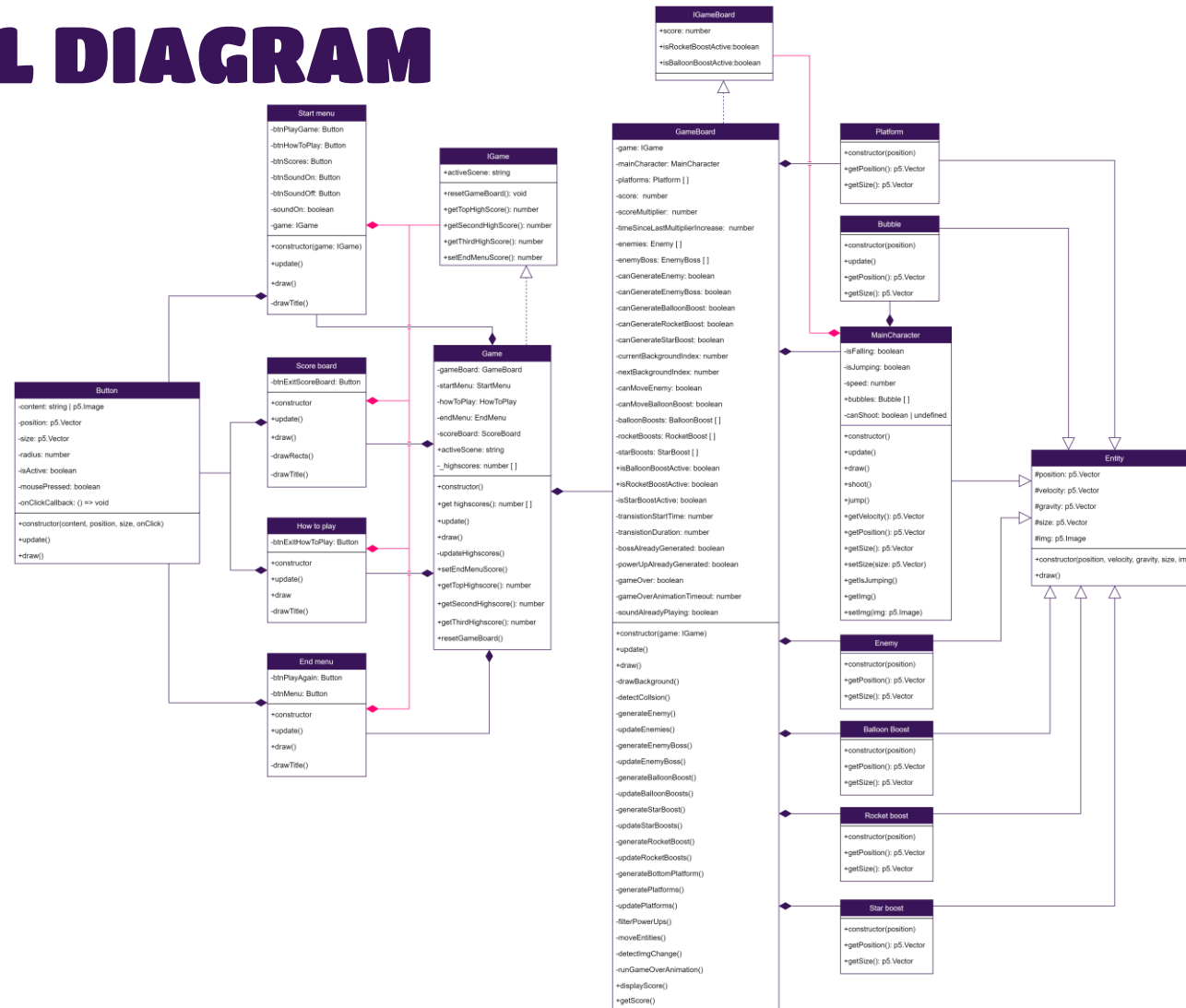


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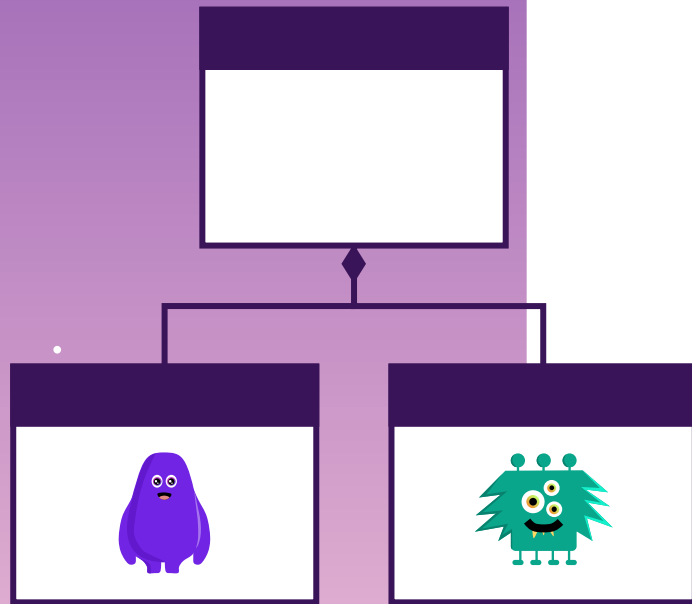




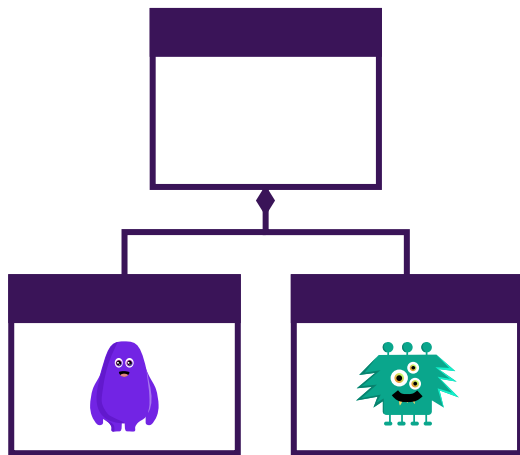
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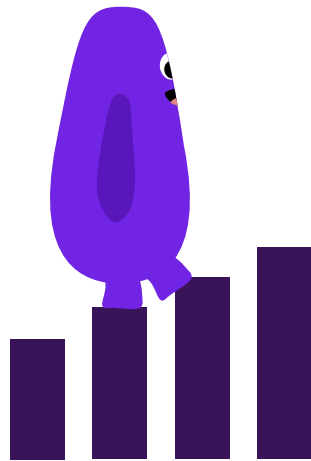
UML DIAGRAM



UML DIAGRAM



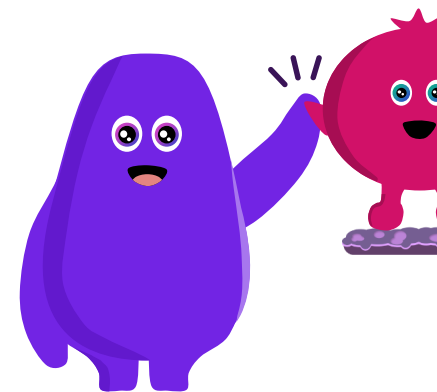
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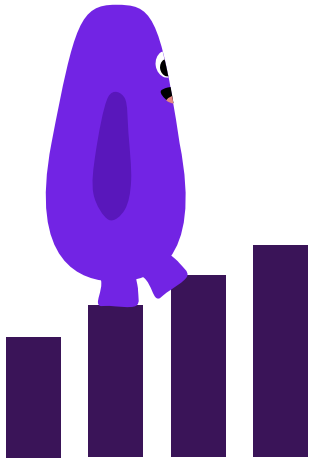
SPEL DEMO



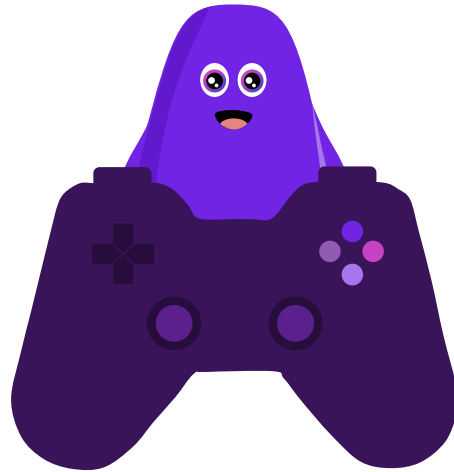
5 SAKER SOM FUNGERAT BR



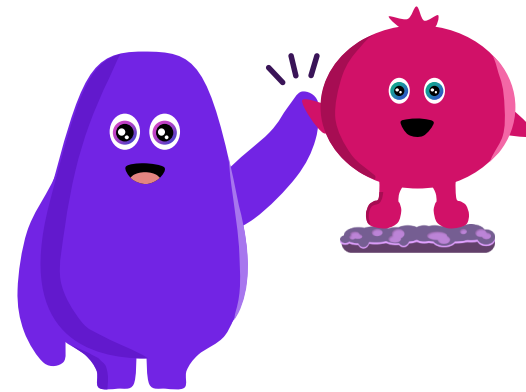
SPELETS UTVECKLING



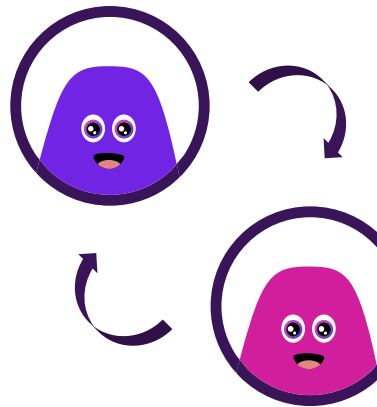
SPEL DEMO



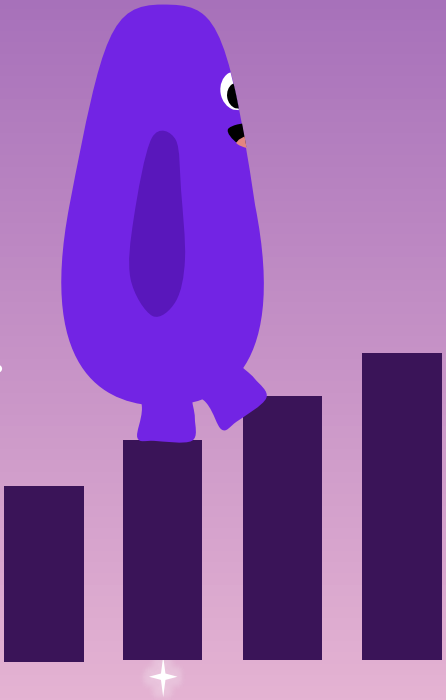
5 SAKER SOM FUNGERAT BRA



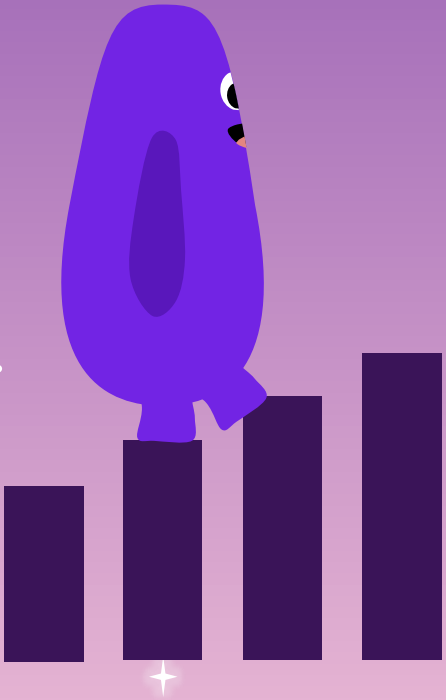
5 FÖRÄNDRING VI HADE GJORT



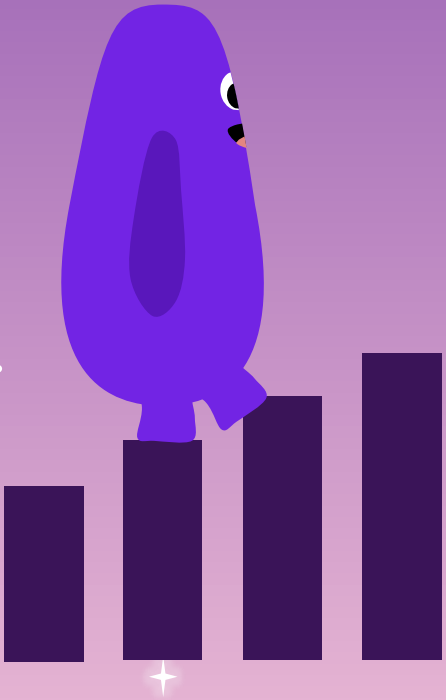
SPELETS UTVECKLING



SPELETS UTVECKLING

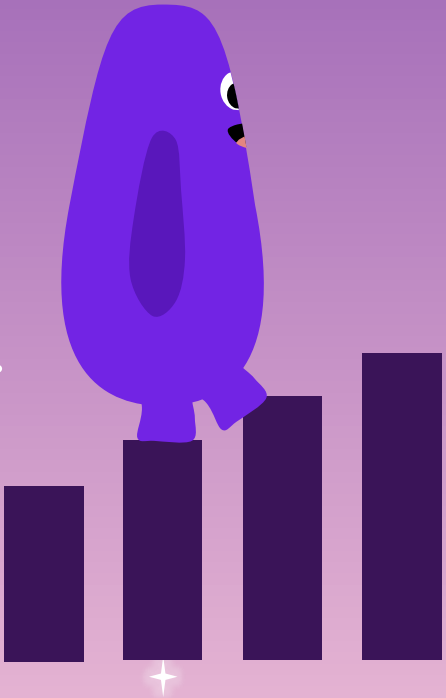


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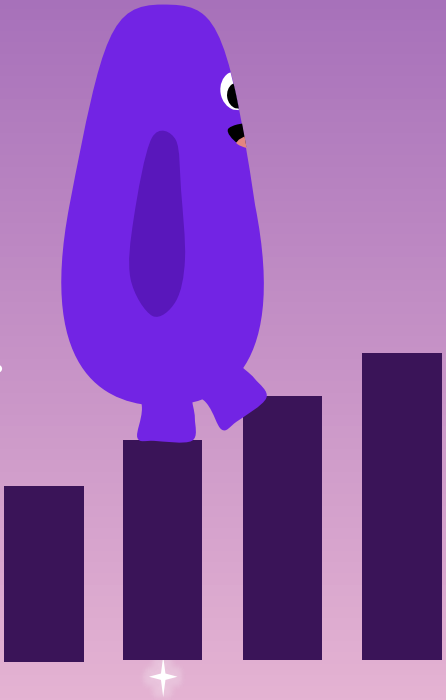


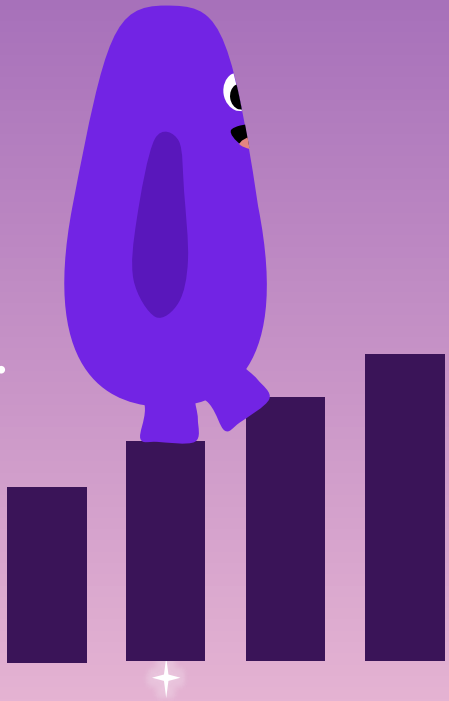
SPELETS UTVECKLING

word
word
word

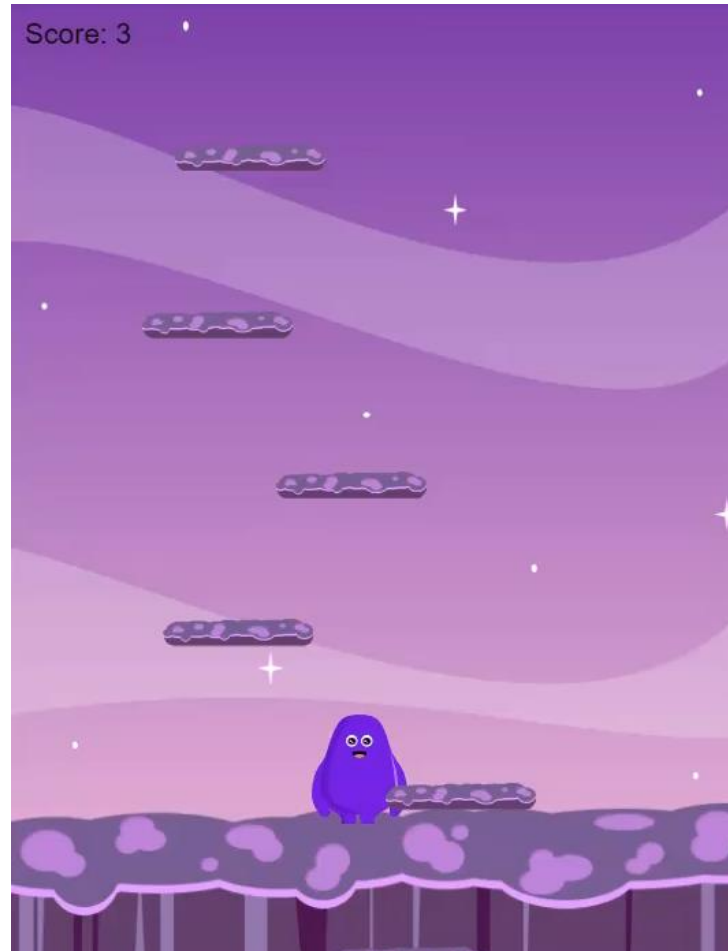


SPELETS UTVECKLING

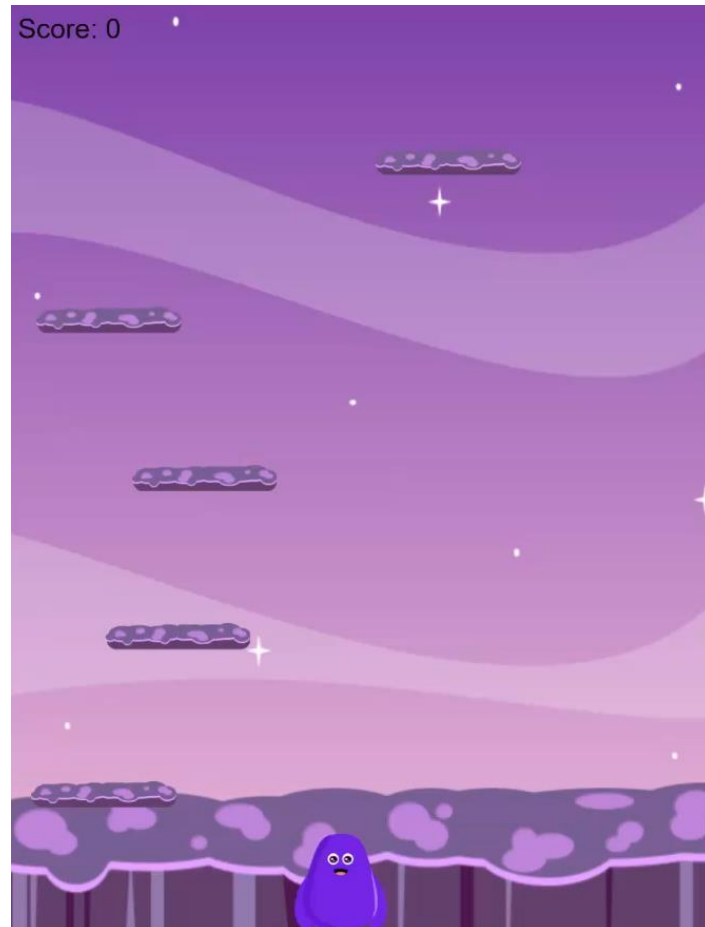
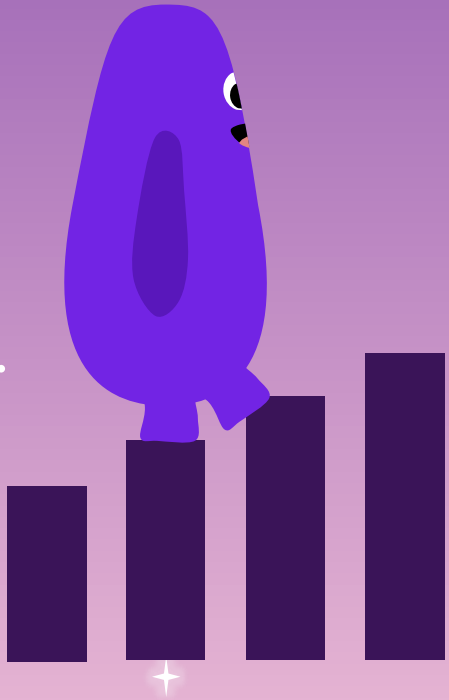




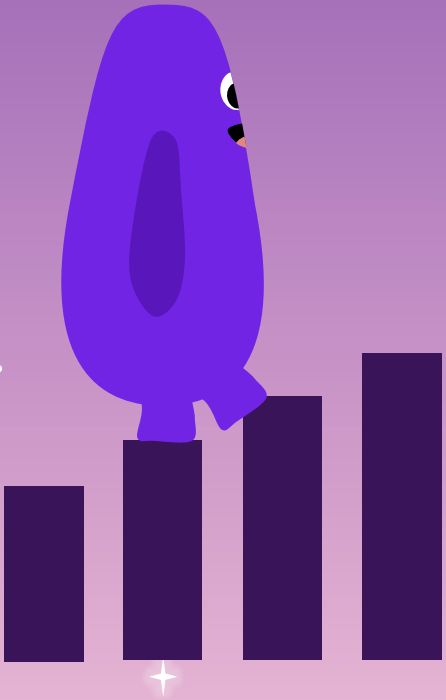
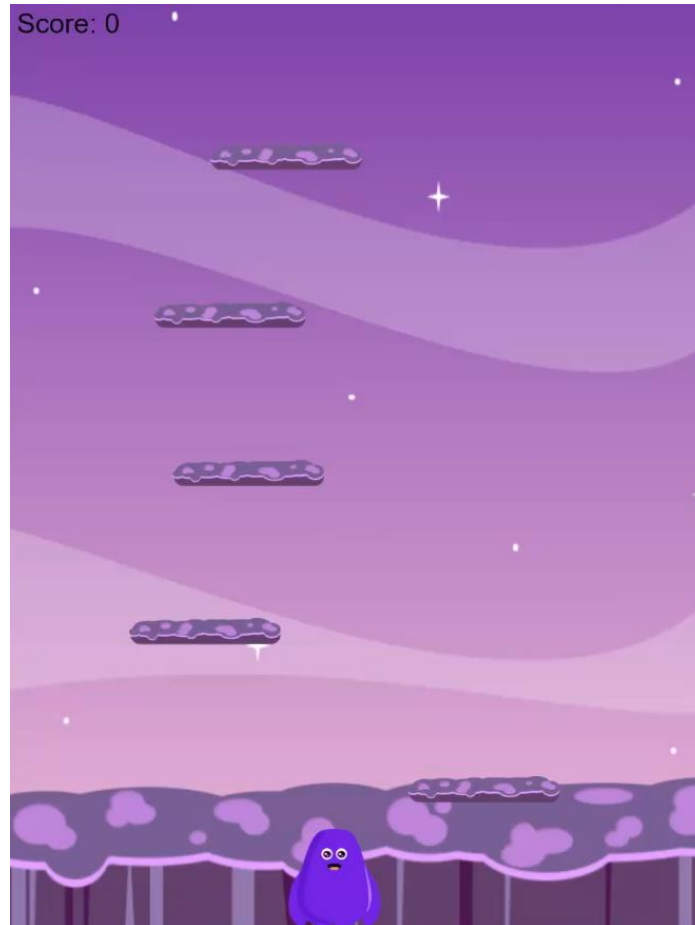
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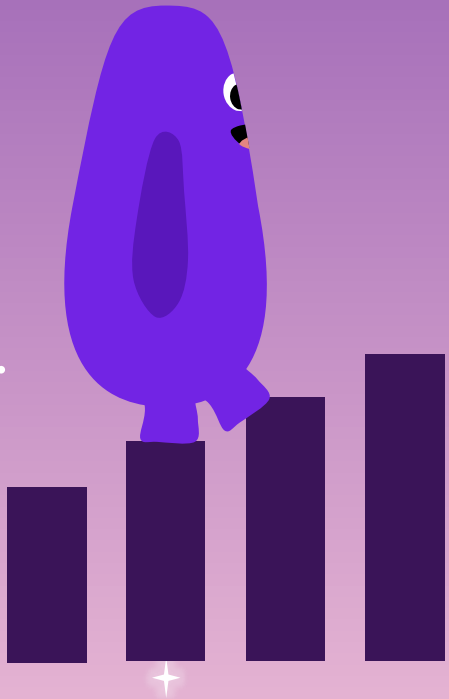


SPELETS UTVECKLING

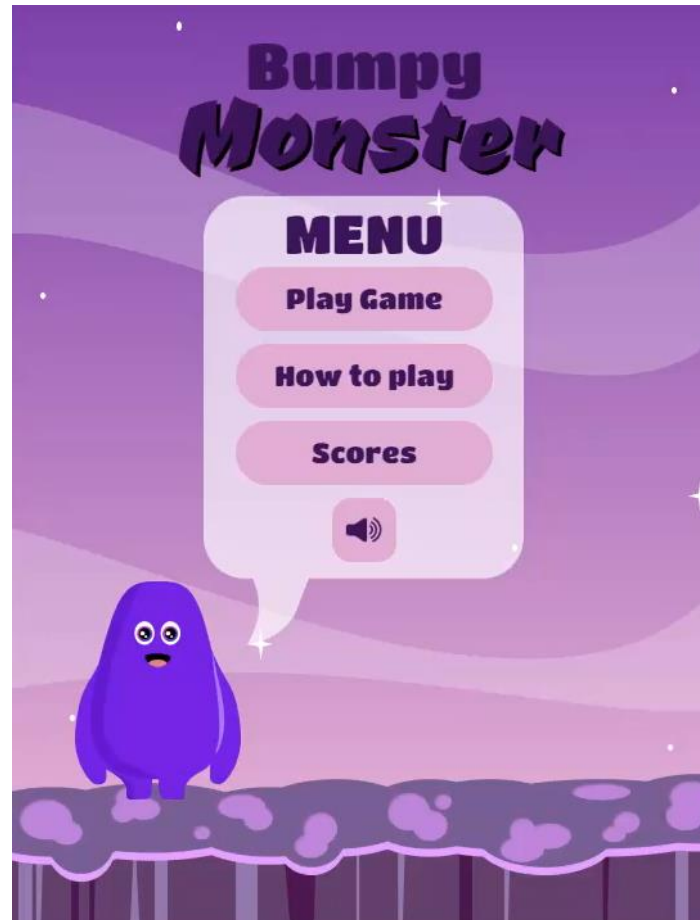


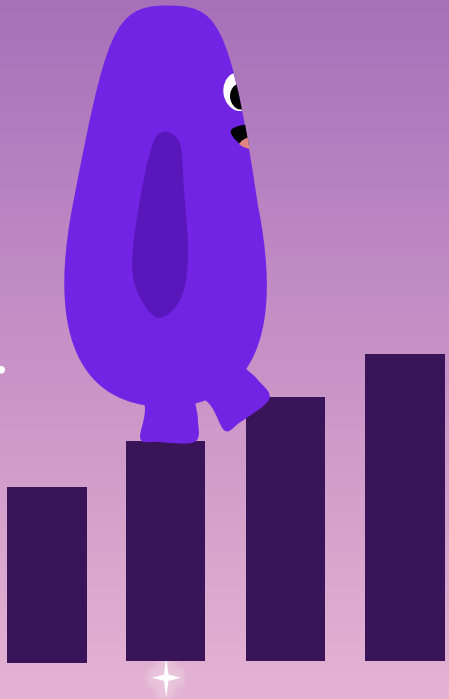
SPELETS UTVECKLING



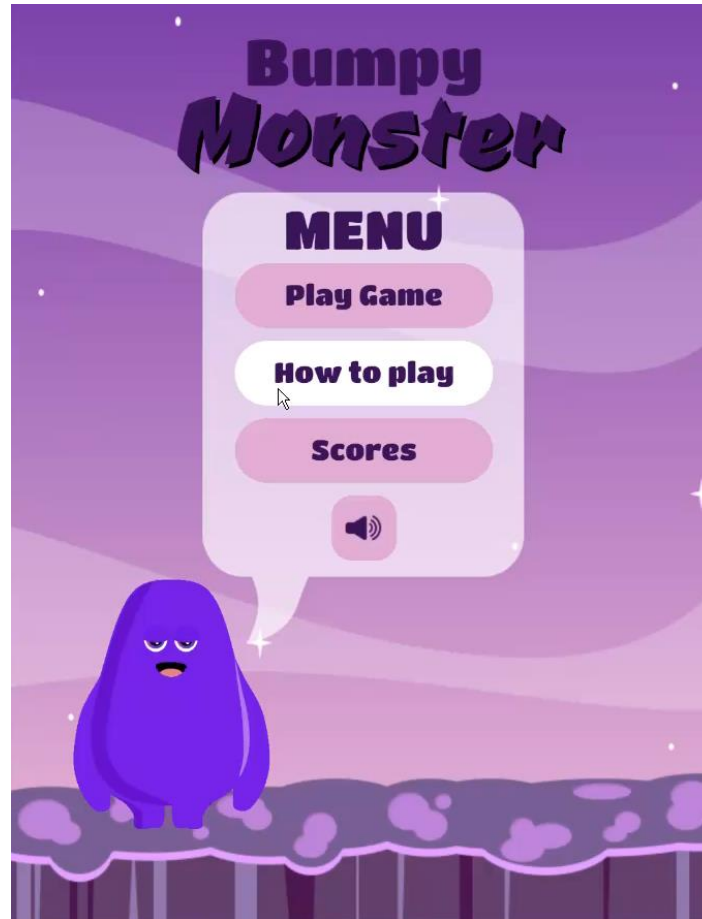


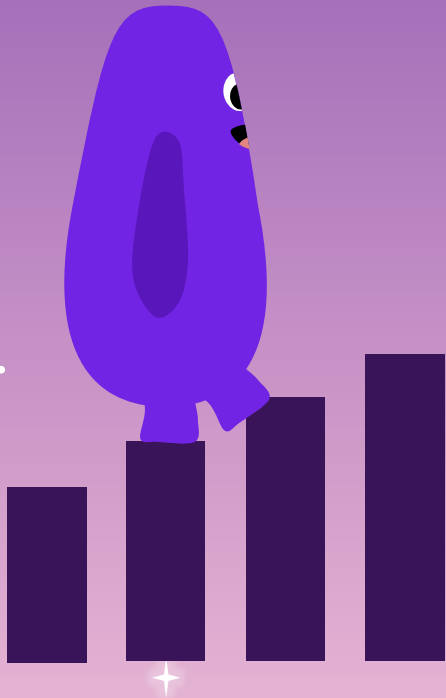
SPELETS UTVECKLING





SPELETS UTVECKLING





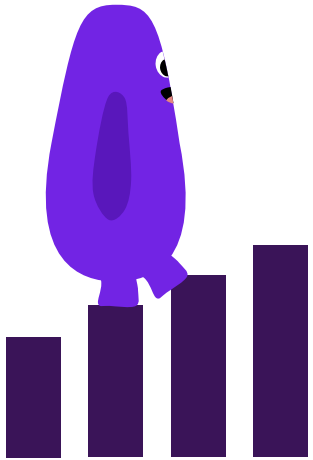
SPELETS UTVECKLING



SPELETS UTVECKLING



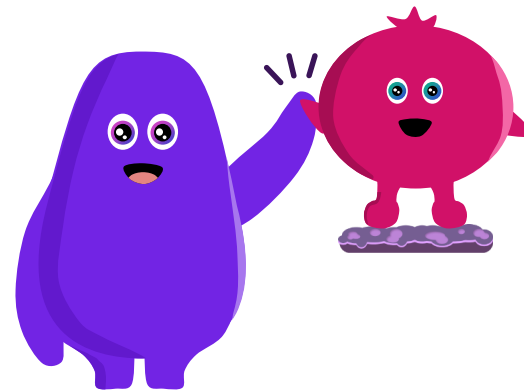
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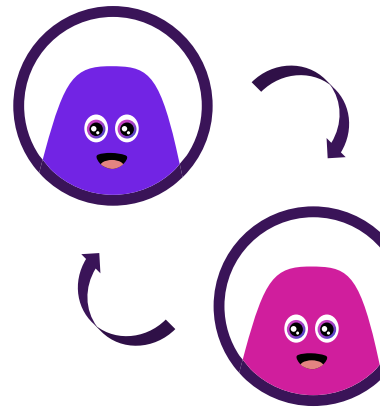
SPEL DEMO



5 SAKER SOM FUNGERAT BRA



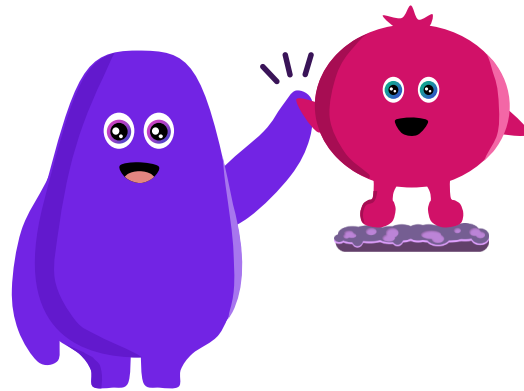
5 FÖRÄNDRING VI HADE GJORT



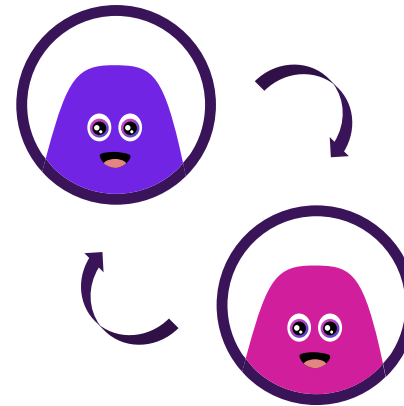
SPEL DEMO



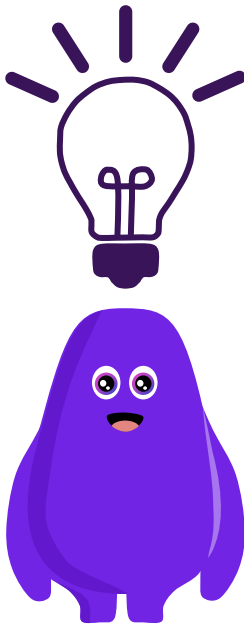
5 SAKER SOM FUNGERAT BRA



5 FÖRÄNDRINGAR VI HADE GJORT



SPELIDÉ



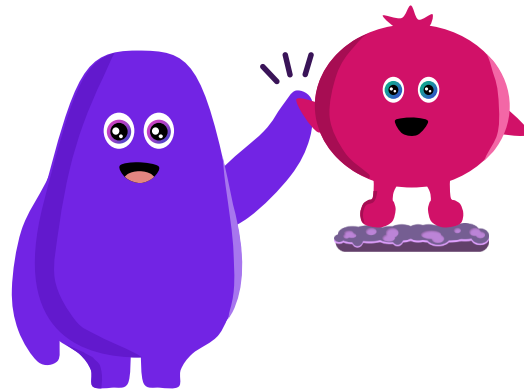
SPEL DEMO



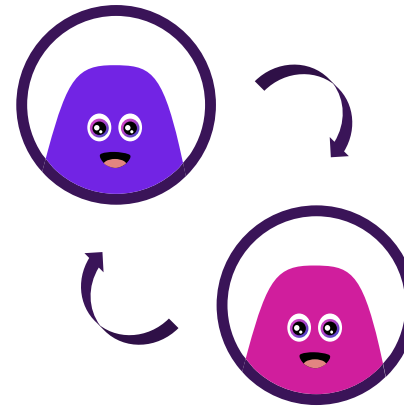
SPEL DEMO



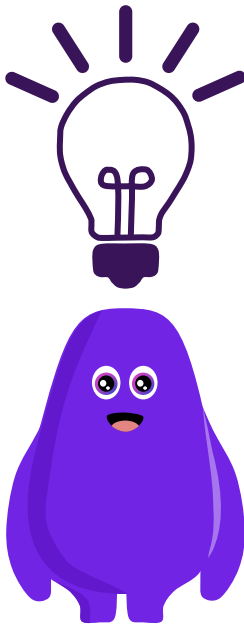
5 SAKER SOM FUNGERAT BRA



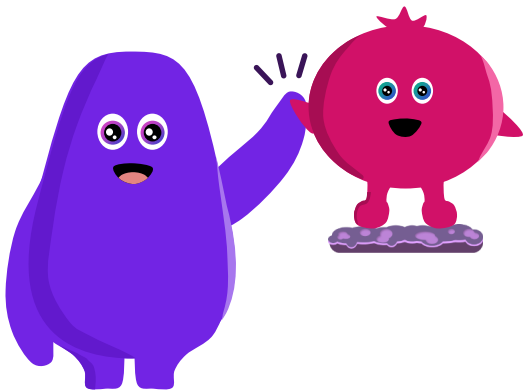
5 FÖRÄNDRINGAR VI HADE GJORT



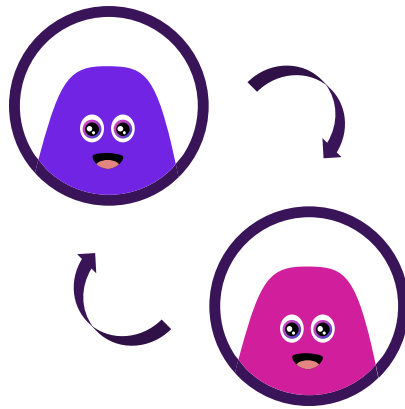
SPELIDÉ



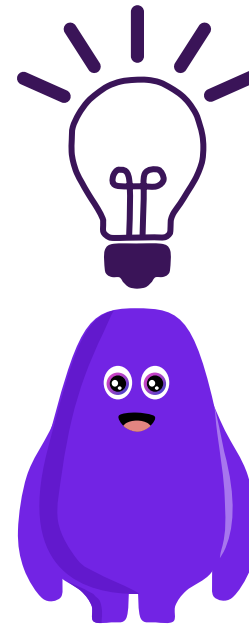
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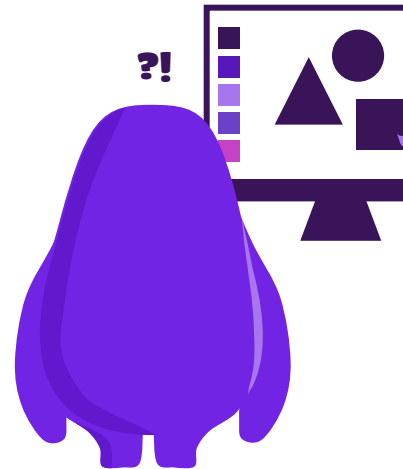
5 FÖRÄNDRINGAR VI HADE GJORT



SPELIDÉ

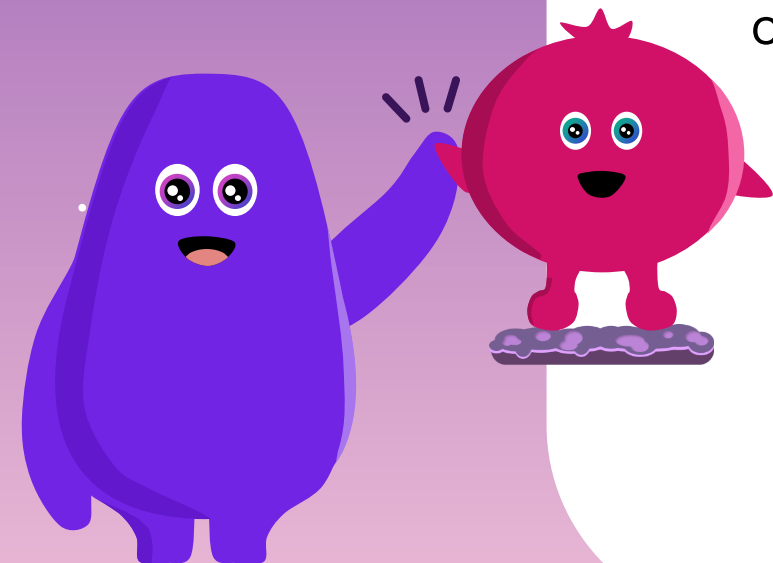


DESIGNSKISS

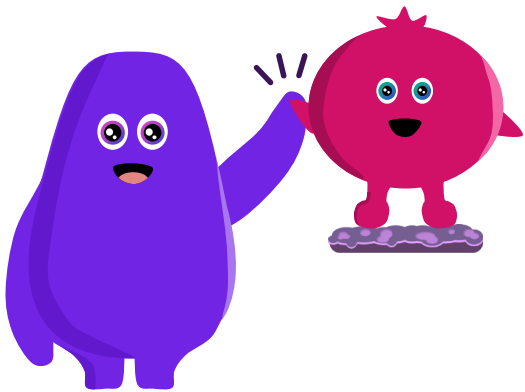


5 SAKER SOM FUNGERAT BRA

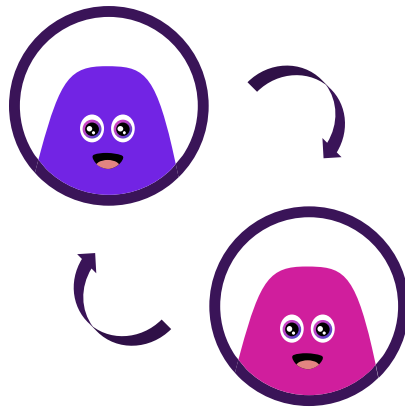
- Samarbete
- Kommunikation
- Felsökning
- Bra avgränsat
- Bra uppdelning av arbete efter intresse och vilja



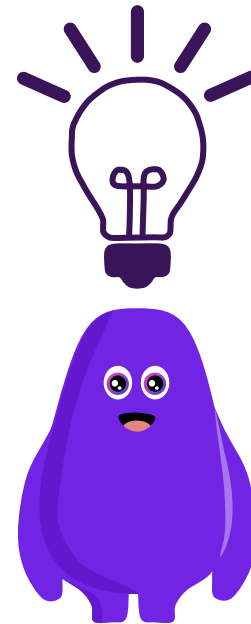
5 SAKER SOM FUNKERAT BRA



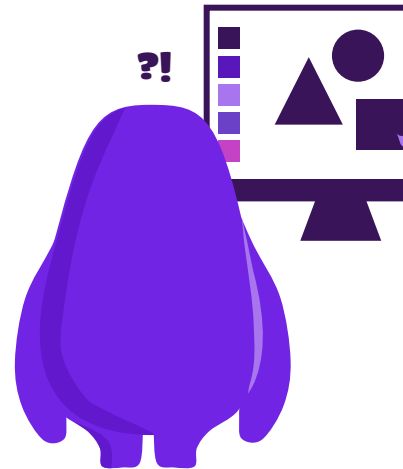
5 FÖRÄNDRINGAR VI HADE GJORT



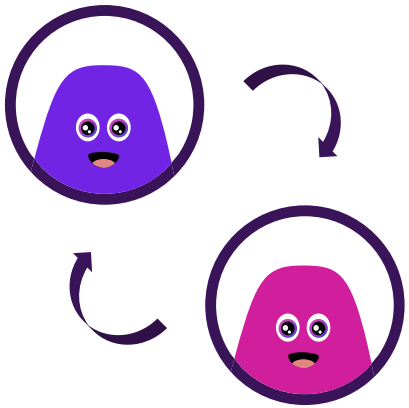
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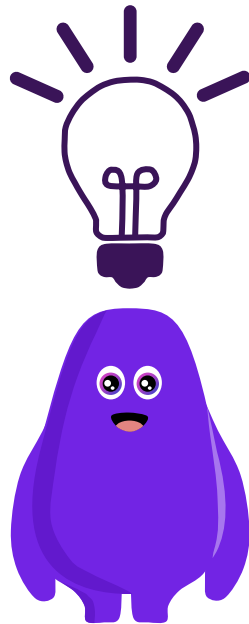
DESIGNSKISS



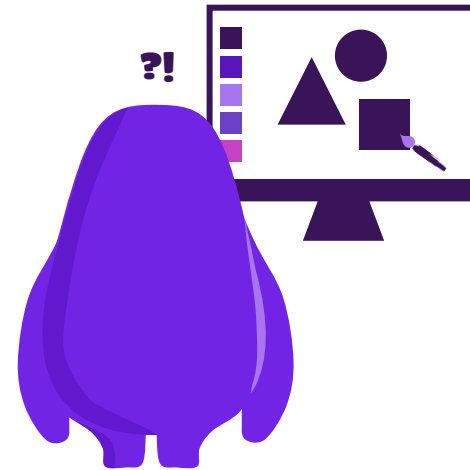
5 FÖRÄNDRINGAR VI HADE GJORT



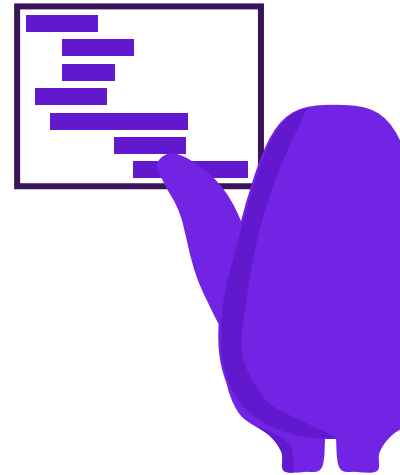
SPELIDÉ



DESIGNSKISS

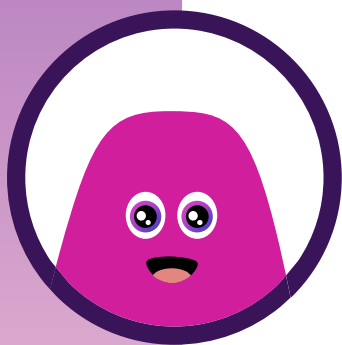


GANTT SCHEM

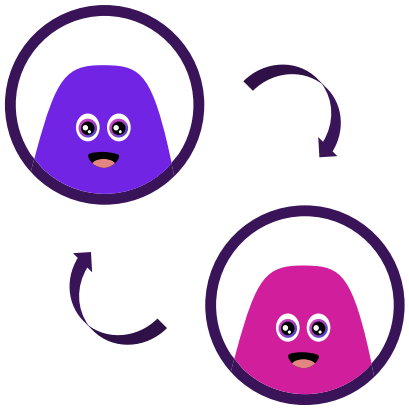


5 FÖRÄNDRINGAR VI HADE GJORT

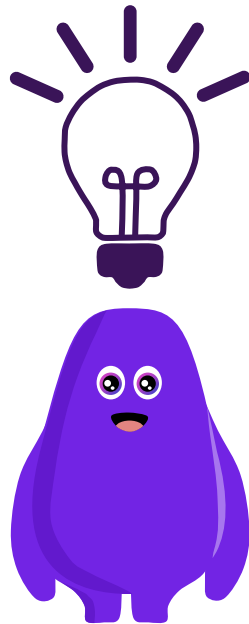
- Inte låta en klass innehålla för mycket
- Läsa mer dokumentation
- Ta mer pauser
- Inte fastna på små detaljer
- Göra mer små commits



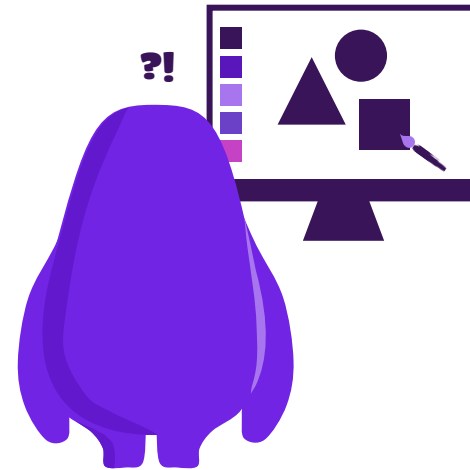
5 FÖRÄNDRINGAR VI HADE GJORT



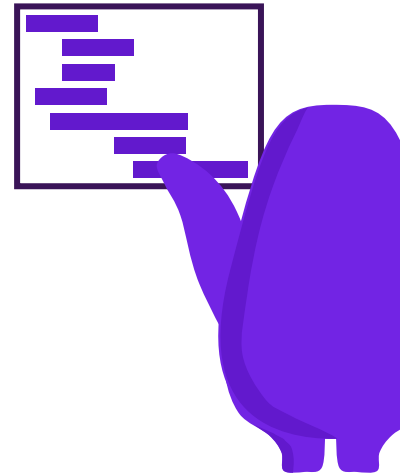
SPELIDÉ



DESIGNSKISS



GANTT SCHEM



Bumpy
Monster



**Bumpy
Monster**

**Tack
för oss**



**Bumpy
Monster**



Bumpy
Monster



OCH STORT TACK TILL



 OpenAI
ChatGPT

