Milestone 1 Report: 4/12/20 – 11/12/20

# Goals:

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| Goal | Description | Done |
| Design programming structure of Player | Using Draw.io, design how the player will be programmed. | Yes |
| Movement implemented | Movement (left/right) feels stiff but natural. Doesn’t feel too slow or fast. | Yes |
| Jumping implemented | Jumping does not feel too floaty, but has a large amount of hang time and doesn’t fall too fast. | Yes |
| Art assets implemented | All art assets that have been made for the Player are in the game, and those that map to functions worked on in this sprint have been applied. | Yes |

# Milestone 2: 12/12/20 – 31/12/20

This milestone will be particularly long as Christmas and holiday activities will take away most of my work time.

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| Goal | Description | To Deliver | Definition of done |
| Attacking implemented | On the press of a button the player will attack in front of them. They will play an animation showing this. Methods will be created to allow the player to deal damage. | The PlayerAttack script will let the player attack. On pressing a button, the player will attack in front of them, playing an animation. The code will have set up a way to deal damage when there are enemies. | The code will run as described. |
| Blocking implemented | On the press of a button, the player will lock in place with their shield raised. No attacks will hurt them if they come from the direction the shield is facing. | The PlayerBlock script will let the player block. On pressing a button when on the ground, the player will stop moving and the blocking animation will play. The code will have a way to stop damage when there are enemies. | The code works as described. |
| Dashing implemented | On the press of a button, the player will quickly move a set distance backwards. They will become invincible while moving. | The PlayerDash script will let the player perform a backDash. On the press of a button, the player will quickly move a set distance backwards. They will become invincible while moving. | The code will run as described. |
| Art assets implemented | All art assets that have been made for the Player are in the game, and those that map to functions worked on in this sprint have been applied. | Yes |  |

The overall goal of this sprint is to completely finish the Player object.