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Group 13

Topics:

- git: Each backlog item has a dedicated issue on github that allows for easy tracking of completness of all features, as well as general completness of the game.
- collision algorithms: Checking whether two objects intersect

Player capability:

☒ Moving [user input](stuff moves around the player; player always centered)
☒ Shooting (bullets appearing on screen and moving towards mouse position)
☒ track health (health counter on the screen)
☒ end game on no health (Game over when health = 0)
☒ Picking up items (items disappearing when player is on them)

Bullet capability:

☒ linear movement (moves on screen)
☒ hit enemy (bullet disappears on hit)
☒ deal damage to hit enemy (enemies die after some bullets)

Enemy capability

☒ random spawn around player [maybe in groups] (enemies appear on the screen)
☒ track player (go towards player on screen)
☒ attack player if in range (player takes damage if close enough)
☒ die on no health (disappear from screen)
☒ randomly drop item on death (item maybe appears after death)

General capability

☒ draw things on screen (things can be seeen on screen)
☒ start game (player appears in the middle)
☒ detect collision of objects (unit test passes): This item is linked to the topic of collision.

☒ restart game after end (same as start but after Game Over)