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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)
☐ Player sprite.

Bullet capability:

☐ linear movement (moves on screen)
☐ hit enemy (bullet disappears on hit)
☐ deal damage to hit enemy (enemies die after some bullets)
☐ Enemy sprite.

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)
☐ bullet sprite

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)