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Group 13

Topics:

- git: Each backlog item has a dedicated issue on github that allows for easy tracking of completeness of all features, as well as general completeness 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 seen 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)