

Topics:

- git (we use git to track all the code for this project, each feature in backlog gets a commit)
- collision algorithms

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