

Assignments

Pass:

1. Not implemented.
2. Created static enemy spike. Health lost when hit, with accompanying recovery frames, sound effect and physical reaction.
3. Created dynamic entity coin. It moves up and down in the map. Collectible.
4. HUD created in the layout system. Displays coins taken/total, health, and a game complete text.
5. TestLevel replaced, layout loaded from arrays.xml from the resources system.
6. Audio added for background, damage taken, game over, jump, coin. A MediaPlayer is used for background music at it's apparently better at longer sounds. Background wav file is found in the resource system, rest under the assets dir.
7. Added boundaries. Boundary is set after the LevelManager found the current level dimensions. In the Viewport class a check is added before the LookAt coordinates are set.

Other sources

- **All sprites:** <https://opengameart.org/content/platform-pack>
- **Coin sound:** <https://www.bfxr.net/>
- **Damage taken sound:** <https://www.bfxr.net/>
- **Jump sound:** <https://www.bfxr.net/>
- **Game over sound:**
<https://www.findsounds.com/ISAPI/search.dll?start=51&keywords=death&seed=45>
<http://puistokemisti.kapsi.fi/Splatoon/WOOMY/WOOMY%20and%20other%20assorted%20babbling/WOOMY/VoiceFDead01.mp3>
- **Background music:** <https://soundimage.org/fantasywonder/>
http://soundimage.org/wp-content/uploads/2016/01/Lost-Jungle_Looping.mp3
- **Lastly, coded together with videos from playlist and course website, creator Ulf Benjaminsson:**
<https://www.youtube.com/watch?v=1ulAvsIMpjE&list=PL71i3l7c3rWxq0Vf6G5L0-1vn6qNOGTzj> videos 17-30.
<https://studentportalen.uu.se/portal/portal/uusp/student/student-course?uusp.portalpage=true&mode=detailStart&displayType=courseInstance&adminType=Uppdok&showCourseInstanceParts=true&departmentCode=5240&toolMode=studentUse&showClosedPrograms=false&entityId=194173&semester=20202&sort=sortLabelAscending>