Report

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# Game play description

In Realm Of The Mad God you have to level your character of a certain class to lvl 20, you can do this by beating different kind of monsters, there is magic involved that is consumes manna. There are different items that give you certain advantages. The game also involves a moving camera and it is 2D.

# Weekly reports

## Week of 5 March

|  |
| --- |
| Added functionality |
| Avatar Class: |
| Sprite sheet found |
| Movement |
| lvlUp |
| health and healthRegen |
| manna and mannaRegen |
| Orientation of where is clicked when shooting with matching sprite sheet |

## Week of 12 March

|  |
| --- |
| Added functionality |
| Avatarbullet made |
| Avatar can shoot |
| Special ability added |
| Map Texture created and ready for use |

## Week of 19 March

|  |
| --- |
| Added functionality |
| Enemy class: |
| Enemy textures found |
| Enemy can shoot |
| Enemy can die |
| Enemy can deal damage (bugged) |
| Avatar can kill enemy |
|  |

## Week of 26 March

|  |
| --- |
| Added functionality |
| Camera added and follows character |
| Enemies and avatar can kill eachother (fully fixed) |
| Avatar gets xp when killing an enemie and lvlUp() is functional |

## Milestone, week of 16 April

|  |
| --- |
| All functionality |
| Working Camera |
| Working enemies that differ |
| LvlUp system |
| Special attacks |
| Item pickup |
| Potion consuming |
| vegetation |
|  |

## Week of 23 April

|  |
| --- |
| Added functionality |
| Sounds for everything thats needed |
|  |

## Week of 7 May

|  |
| --- |
| Added functionality |
| Options for sound and UI/Startscreen |
|  |

## Week of 14 May

|  |
| --- |
| Added functionality |
| Specific spawn points for enemies, easiest enemies spawn at the border of the island, diffucult enemies spawn at the center of the map (gradient of difficulty) |
| Changed avatar spawn points to left bottom where easier enemies are present |
| Added Controls info |
| Commented important or unclear funtions |

## Deadline, see exam timetable

|  |
| --- |
| All functionality |
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# Your notes