Platformer

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Report

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October 12, 2020

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Features

The game has had the following features added:

(1) Changed controls but did not implement 3 different ones.

(2) Added spikes that hurt. When the player gets hurt it makes a small jump and is invincible for a second.

(3) Coins bounce in place in the level, the player must activate itself in order to pick them up. Otherwise the player bumps them around which may destroy them if they hit spikes/hit a sword/fall off the map.

(4) HUD shows health and score when playing, otherwise instructions.

(5) level1.txt in assets contains the level data.

(6) Appropriate sounds for all sort of actions have been added together with a background loop.

Credits

All sprites were taken from: 1001.com

Background soundloops taken from:

`https://www.looperman.com/loops/detail/203298/phased-r-and-b-organ-1-80bpm-rnb-organ-loop`

`https://www.looperman.com/loops/detail/222778/briga-by-zigs9-free-120bpm-classical-organ-loop`

`https://www.looperman.com/loops/detail/227949/vx-some-random-melody-120bpm-trap-organ-loop`

All other sounds created with: `https://www.bfxr.net/`

For reading the level file I did consult StackOverflow for some code:

User Saul on making string into int:

`https://stackoverflow.com/questions/7646392/convert-string-to-int-array-in-java`

User Florin Marcea on reading a file:

`https://stackoverflow.com/questions/9544737/read-file-from-assets`