

Go to the Flag a platformer

1st draft
nov 2, 2020

these are the basics
more creative stuff will be added later interactable items (after testing the basics)

current goal:

- everything works in the testroom
- creating a good "game feel" - satisfying controls, feedbacks

Tech Design Doc? (TO BE UPDATED)

Game states

script
(game manager)

Classes

variables

bools

Functions

TestRoom

Player

posX, posY
speed, gravity
score?

isGrounded
isAlive

display()
jump()
move()
shoot(bullet)

Menu

Floor

constructor
(w,h,posX,posY)
type

isActive

display()
flicker

Level 1 - 5

Flag

posX, posY
type

touchingPlayer

changeLevel(level)

deathScreen

Spike

PosX, Pos Y

touchingPlayer

killPlayer()

winScreen

Bullet

posX, posY
size, speed
type: pBullet, eBullet

isActive

if (pBullet): killEnemy
if (eBullet): killPlayer

Enemy

posX, posY
type

isActive

move()
enemyShoot()

item (to be updated)