C S 324E Progress Report 7.1

Group 13

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**Game Plan:**

Option 1:

Our plan for our Assignment 7 game involves a Super Mario-like 2D platformer where the player moves and jumps throughout a level to reach a goal.

Option 2:

Our plan for our Assignment 7 game involves an Asteroids-like game where the player controls a ship and tries to destroy objects/enemies before they destroy the player.

**Current Progress:**

Option 1:

Currently, our game includes a white block (player) that can move in three directions (left, right, up) using the left and right arrow keys and up/spacebar to jump respectively. The player can only jump when on the ground and gravity will affect the player, causing him or her to eventually land.

Option 2:

Currently, our game includes a white block (player) that can move in four directions (left, right, up, down) using the arrow keys. The player is not affected by gravity since the game takes place in space.

**Necessary Classes:**

Option 1: We will need Player, Platform, Enemy, and maybe Bullet classes.

Option 2: We will need Player, Enemy, and Bullet classes.

**UML Diagram:**

**Work Breakdown:**

The following list breaks down the classes/objects each group member is working on:

Alex:

Albert:

Amar:

**Plan Moving Forward:**

Moving forward, we need to