

## Sprint 5 - Objective indeplinite

1. Create levels - **DONE ( 3 levels )**
2. Shop room - Room with items / power-ups that can be bought with coins - **DONE ( added shop items to level 2 and 3 )**
3. Skeleton enemy that respawns - **ABANDONED**
4. Add item descriptions - When the player picks up an item, a message should appear on the screen with the item's name and effect - **DONE**
5. Death screen ½ - **DONE**
6. Random item drops - Create a random item spawner (like a chest). Some items can have higher drop rates. ½ - **DONE ( added random items for chests when player opens them )**

### Bonus for this sprint:

7. Added win screen - **DONE**
8. Game sounds ( sounds for player death, enemy death, collecting money, opening chest, shooting enemies and player's walk ) - **DONE**
9. Added god mode - **DONE**
10. Added Background music - **DONE**
11. Added levels transitions & player instructions - **DONE**
12. Added chests instructions - **DONE**
13. Added previous run stats on death screen (coins, enemies killed, levels) - **DONE**

### Project description

Introducing 2D Shooter, a fast-paced, action-packed game developed by a team of 7. Players take on the role of a wizard, fighting against waves of enemy forces using a variety of weapons and power-ups to defeat them. The game features stunning graphics and smooth gameplay, making it an exciting experience for players of all ages.

[https://github.com/mirceaiscoding/PROG\\_JOC/wiki](https://github.com/mirceaiscoding/PROG_JOC/wiki)

## The contribution of each member

**Bina Mircea:** Player movement, level design for levels 1 and 2, created enemies (with animation and AI), lighting, chests instructions.

**Troaca Denis:** Player shooting, added gun modifiers, shop items, previous run stats

**Popescu Paullo Robertto:** Screens ( start screen, death screen, win screen, pause menu, levels transitions & instructions), added chests for random items, random item spawner, chests instructions, health bar for player, game sounds, background music, god mode

**Linte Robert:** ( start screen, death screen, win screen, pause menu, levels transitions & instructions), added chests for random items, random item spawner, chests instructions, health bar for player, game sounds, background music, god mode

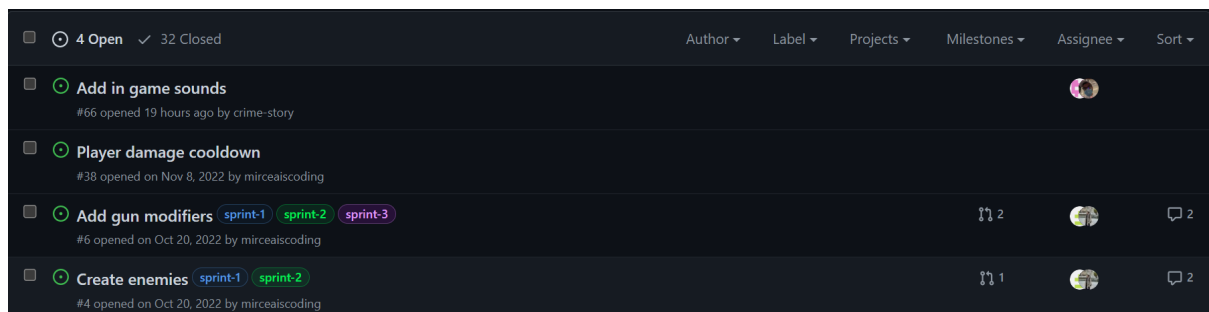
**Atudorei Miruna:** Add coins and a player money count, level design for level 3, make enemies drop coins, added item descriptions, added assets








**Geman Amalia:** Add coins and a player money count, level design for level 3, make enemies drop coins, added item descriptions, added assets
















**Voiculescu Alina:** Add coins and a player money count, level design for level 3, make enemies drop coins, added item descriptions, added assets











These issues with assigned members can be found on our Github repository at the Issues category

([https://github.com/mirceaiscoding/PROG\\_JOC/issues](https://github.com/mirceaiscoding/PROG_JOC/issues) )



<input type="checkbox"/>	🕒 4 Open	✓ 32 Closed	Author ▾	Label ▾	Projects ▾	Milestones ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>	✓	Random item spawner						
		#13 by mirceaiscoding was closed yesterday						
<input type="checkbox"/>	✓	Add walls <span>sprint-1</span>				1		
		#10 by mirceaiscoding was closed on Oct 20, 2022						
<input type="checkbox"/>	✓	Add coins and a player money count <span>sprint-1</span>				1		
		#9 by mirceaiscoding was closed on Nov 4, 2022						
<input type="checkbox"/>	✓	Add assets <span>sprint-2</span>				1		1
		#7 by mirceaiscoding was closed on Nov 9, 2022						
<input type="checkbox"/>	✓	Add health bar for player (and enemies?) <span>sprint-1</span>				1		
		#5 by mirceaiscoding was closed on Oct 30, 2022						
<input type="checkbox"/>	✓	Player movement <span>sprint-1</span>						
		#3 by mirceaiscoding was closed on Oct 20, 2022						
<input type="checkbox"/>	✓	Add shooting using prefabs <span>enhancement</span> <span>sprint-1</span>				3		

<input type="checkbox"/>	🕒 4 Open	✓ 32 Closed	Author ▾	Label ▾	Projects ▾	Milestones ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>	✓	Do the presentation of project						
		#76 by crime-story was closed 6 hours ago						
<input type="checkbox"/>	✓	Add Win Screen						
		#74 by crime-story was closed 6 hours ago						
<input type="checkbox"/>	✓	Fix level 2 glitch						
		#71 by crime-story was closed 9 hours ago						
<input type="checkbox"/>	✓	Add instructions scene & level scenes						
		#70 by crime-story was closed 6 hours ago						
<input type="checkbox"/>	✓	Add Graphics settings						
		#60 by crime-story was closed yesterday						
<input type="checkbox"/>	✓	Add previous game information				1		
		#59 by TroacaDenis was closed yesterday						
<input type="checkbox"/>	✓	Add god mode						
		#55 by crime-story was closed 3 days ago						
<input type="checkbox"/>	✓	Add background music						
		#53 by crime-story was closed yesterday						
<input type="checkbox"/>	✓	Pause menu						
		#50 by crime-story was closed 4 days ago						
<input type="checkbox"/>	✓	Create multiple levels as scenes				1		
		#48 by mirceaiscoding was closed 3 days ago						
<input type="checkbox"/>	✓	Death screen						
		#45 by mirceaiscoding was closed 5 days ago						
<input type="checkbox"/>	✓	Start screen						
		#44 by mirceaiscoding was closed 5 days ago						
<input type="checkbox"/>	✓	Add item descriptions <span>sprint-3</span>				1		
		#41 by TroacaDenis was closed 3 days ago						
<input type="checkbox"/>	✓	Create multiple rooms with doors that are locked until enemies are dead				1		
		#39 by mirceaiscoding was closed 12 hours ago						
<input type="checkbox"/>	✓	Make enemies drop coins				1		
		#35 by mirceaiscoding was closed last week						

<input type="checkbox"/>	<div><div>✔</div><div>Shop room</div><div>#34 by mirceaiscoding was closed 3 days ago</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>More realistic lighting <span>sprint-2</span></div><div>#32 by mirceaiscoding was closed on Nov 4, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Shooting enemy <span>sprint-2</span></div><div>#29 by mirceaiscoding was closed on Nov 2, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Add chests for random items</div><div>#27 by crime-story was closed on Nov 7, 2022</div></div>		<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Health UI appears under enemies <span>bug</span> <span>sprint-1</span></div><div>#25 by mirceaiscoding was closed on Oct 30, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Add health script to enemies <span>sprint-1</span></div><div>#24 by mirceaiscoding was closed on Oct 30, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Smoother camera movement <span>wontfix</span></div><div>#21 by mirceaiscoding was closed on Oct 27, 2022</div></div>		<div><div> 1</div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Create a bat enemy <span>sprint-1</span></div><div>#19 by mirceaiscoding was closed on Oct 27, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Add animations to player movement</div><div>#16 by mirceaiscoding was closed on Oct 25, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>
<input type="checkbox"/>	<div><div>✔</div><div>Add pathfinding to enemies <span>sprint-1</span></div><div>#15 by mirceaiscoding was closed on Oct 26, 2022</div></div>	<div><div>👤</div><div>1</div></div>	<div></div>