

Game Proposal: Panda

CPSC 436D - Video Game Programming

Spring 2018/19

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In the weeks of February 8th, February 15th, and February 22nd, we achieve the majority of our goals. We implemented the vertical scrolling game mode as well as multiple enemy types, including the bread, ghost, and llama. We have more sophisticated enemies that have the ability to shoot projectiles at the panda. The parallax effect was also created. We created sprite sheets for the Panda as well as for basic enemies, however the animation was not completed in time for the deadline, but was shortly after. We also created a simple tutorial overlay for the horizontal level. The boss level was also created. Collisions were improved as well as the momentum and acceleration of the panda.