

Game Skeleton: Panda

CPSC 436D - Video Game Programming

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Provide a write-up explaining how your milestone aligns with the plan. Explain all discrepancies.

Our skeleton game submission features all of our development plan milestones for the week of February 1st. The body-positive, happy in their own skin, panda runs horizontally along the map and successfully jumps and avoids obstacles in its path. The scene contains randomly generated platforms, pointy spine-chilling sticks, and formidable mouldy bread enemies who walk across the screen. The panda is able to kill enemies by jumping on top of them, and is killed if he collides with them head-on, which resets the game. The body-positive, happy in their own skin, panda, can jump onto the platforms of various heights through simple collision detection. The panda, sticks, and enemies all obey gravity, implemented by our physics system. The Entity-Component-System design was also implemented as planned! The skeleton additionally features a groovy soundtrack from DJ Kenny.