|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Field Name | Data Type | Data Format | Field Size | Description | Example |
| PLAYER\_SPEED | Float |  | N/A | Player movement speed in pixels/second | 123.4 |
| CAM\_ZOOM | Float |  | N/A | Camera Zoom Level | 123.4 |
| CAM\_MODE | String |  | 10 | Camera follow type that determines how the camera will act | “smooth” |
| CAM\_LIMIT | Float |  | N/A | The camera pan distance limit | 123.4 |
| FIGHT\_BOX\_MARGIN | Float |  | N/A | The margin around the fight UI box from the edge of the screen | 123.4 |
| FIGHT\_BOX\_WIDTH | Float |  | N/A | Width of the fight box UI | 123.4 |
| FIGHT\_BOX\_HEIGHT | Float |  | N/A | Height of the fight box UI | 123.4 |
| ENEMY\_COUNT | Float |  | N/A | Amount of enemies that will spawn on the map | 123.4 |
| ENEMY\_AGRO\_DIST | Float |  | N/A | Base number for how far away the player needs to be from an enemy for it to start following the player | 123.4 |
| ENEMY\_SPEED | Float |  | N/A | enemy movement speed in pixels/second | 123.4 |
| PLAYER\_ENABLED | Bool |  | N/A | Whether the player can move or not | True |
| DEBUG\_ENABLED | Bool |  | N/A | Whether the debug tools are enabled or not | False |
| PLACEMENT\_TILES | Array(int) | [NNN, NNN, …] | 25 | The locations that enemies can spawn | [123, 123, 321] |
| ENEMY\_TYPES | Array(string) | [WORD, WORD, …] | 10 | The list of different enemy types | [“funny”, “words”, “here”] |
| ENEMY\_DATA | Object | {ENEMY: {ENEMYDATA}, …} | 10 | The object that contains all the data and stats of all the different enemy types | {“skeleton”: {“stats”: 1, “moreStats”: 2}, “Ghost”: {“stats”: 2, “moreStats”: 3}} |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Task | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 |
| Problem Definition | ✓ |  |  |  |  |  |
| System Flow Chart | ✓ |  |  |  |  |  |
| Gantt Chart |  | ✓ |  |  |  |  |
| Data Dictionary |  |  |  |  |  | ✓ |
| Setup and Framework Init |  |  |  | ✓ |  |  |
| Map |  |  |  | ✓ |  |  |
| Character Function |  |  |  |  | ✓ |  |
| UI Popups |  |  |  |  | ✓ |  |
| Combat |  |  |  |  |  | ✓ |
| Enemies |  |  |  |  |  | ✓ |
| Saving |  |  |  |  |  | ✓ |
| Development Journal |  |  |  |  |  | ✓ |
| Personal Reflection |  |  |  |  |  | ✓ |