Luis Berber:

Luis was in charge of designing the levels for the game project. The levels were designed using the “location” class. The “initLocation" function in “location.cpp” set up the vertices and images for each level, the function also sets up the “mapPopUp” images and locations for when the player successfully reaches the end of each level or dies. There are about five functions in “location.cpp” that handle the monsters in each level using an array of the “monster” class type created by another group member. The function “initMonsters” initializes each monster, the function “setMonsterFrames” sets the coordinates for each monster sprite, the function “setMonsterFrameDirection” sets up float values that are incorporated in the movement of each monster, the function “enableMonsters” set up flags (bool values) for each monster and the function “setMonsterAggression” sets up a few monsters to move faster. The function “drawLocation” handles drawing all the objects in the level scenes. The function “scrollBackground” adjusts the background. The function “playAmbient” plays music during the level playthroughs. The function “initRoads” initiates the section of the screen that the player sprite will be able to travel on. There are four functions that return values that are used to prevent the player sprite from traveling off the road in each level. The initialized and implementation of the player hub is incorporated inside “location.cpp”. Most of these functions are called in are called and implemented inside the functions “initGL” and “drawGLScene” inside the “GLScene.cpp” file. This was done to create two levels in the game and was planned but never accomplished for a third level that would have incorporated a boss monster. The levels were also intended to include objects such as barrels and other objects but never successfully accomplished.