Progress Report Template

For this offering of COMP2501, 20% of a student's project grade is allocated to the vertical slice, which must be accompanied by this progress report. Since the vertical slice is the proof of concept where all of your planned functionality has been demonstrated (in a rudimentary fashion at least) your group is expected to have made significant progress. This progress must be reported using the following format:

Progress

My group Olaoluwadimeji situ 101009206 and Anders sostenes 101013731 have been able to make the game playable. We are still implementing levels and upgrades in form of weapons. We have been able to add a life counter but are yet to draw the health bar. The main character can now kill opponents and he himself get killed. The key code required for moving is "W". you point the mouse in the direction you want to move and you press w to move. An important architectural implementation was the boundaries and how we were able to keep bullets from passing through walls. To start the game, press the "A" button until it hits start then press the "W" key.

Planning

We need to finish creating all the levels and make the game more aesthetically pleasing. All the main functions needed in the game are already implemented, just for us to build on the game.

Problems

So far, we have come around problems with finding images and some trouble implementing a few things because we lack a bit of knowledge in some areas. We are watching processing videos to improve our understanding of game developing.