

IL_DFortress - summary

Language: C++
IDE: Visual Studio 19
Longest task: ~9ms

Used external libraries:

- Boost
- PugiXML
- nlohmann/json

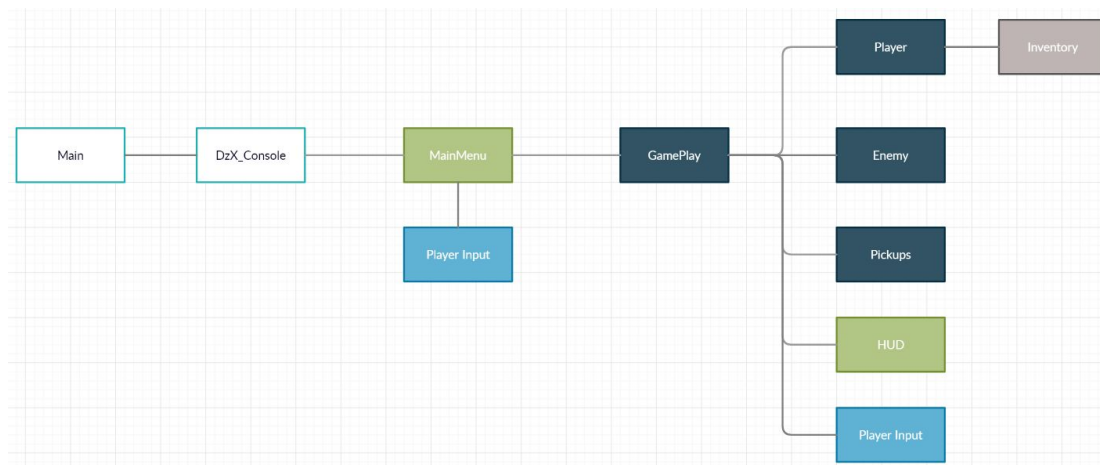
Known bugs for future corrections:

- Sometimes player collision tracing skips frame and overlaps with an enemy which causes them to move together.
- Spawning armor and weapon where the wall is to the right of them delete part of the wall after pickup.
- After changing the console window size to smaller worlds do not regenerate.

Possible future improvements:

- Change that pickup of weapon and armor is possible even over stats letters (mini bug).
- Randomize drops and drop stats.
- Create a game timer and introduction to spawn intervals.
- Optimize some parts of code marked with #Optimize

Class/Struct generation flow:



Profile segment:

