Team Papa

Project 1 Beta Individual

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**Goals**

* Add shooting mechanics for levels 2 and 3
* Create all collisions to deal with bullets and killing enemies
* Create a cool feature for shooting that is unique

**Time Spent**

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| **Date** | **What was done** | **Time Spent** |
| 4/1/18 | Added a single shot gun to the second level including all collisions to kill enemies. | 1 hour |
| 4/4/18 | Helped implement a “shotgun” that shoots 3 bullets at once for level 3. | 1 hour |

**Goals Completed**

For this phase, I helped implement the shooting mechanics for the game. We created both a single shot pistol and a multi-shot shotgun to allow the player to have more survivability when playing levels 2 and 3. Along with the gun additions, we had to make sure that collisions with each enemy would kill them. The “cool” feature that we added was making it so that the player can only shoot once until the bullet has left the screen. This acts as a cooldown for shooting and requires the player to be accurate when shooting the enemies.

**Problems**

The largest issue that we had for this phase was that the bullets were not shooting from the middle of the player’s sprite. The issue here is that the point that the sprite was initialized to was up and to the left of the actual sprite, so the bullets were shooting from an invisible weapon rather than from the player. To fix this we simply moved the location index of the sprite to the tip of the gun so that the bullets fire like a standard weapon would.