

Our milestone had set up basic tiles for character to move on it as well as fire and object for character to interact with. Basic movement with WASD and enter key for releasing fire to interact with object.

Development Plan (From proposal):

Skeletal Game

Week 1 (Jan16): Discuss more details in the sprite movement, level settings and the puzzle settings.

Week 2 (Jan 23): Start with the object structure and hierarchy implementations, and render the first level puzzle, implement the character movement keys. Have a basic design of all the sprites.

Week 3 (Jan 30): Implementing the character interaction with the object(fire) and testing the stability. This includes the interaction between the fire and the obstacles, between the player and obstacles. This would also mean testing the interactables. Incorporate the fire animation with the character.