



## WEEK 5 - CONTRIBUTIONS!

**33+ commits!** – Focus on player control and feel, health, death.

**Axphin** – jump attack animation, level 1 layout updates, more tiles, health pickup animation, ceiling & deadzone collision boxes, attack collision box tweaks, alien guard now requires two hits

**H** – refactoring and cleanup, camera, collisions, crouch attack working, implementing deadzone, and lots of fixes, posted itch.io demo!

**McFunkypants** – Enemy mech code refactoring

**Gonzalo** – FSM help for ducking left and right states, jumping, etc

THANK YOU TO ALL CONTRIBUTORS!



WEEK 5

SHOW ME THE DEMO!



# XENOWARRIORS

WEEK 5

TRELLO!





## FOCUS FOR NEXT WEEK

Enemies and enemy attacks (melee, projectiles, jumping)

Enemy knockback and death

Finish Level 1 layout and tile set

Level 1 miniboss fight (enemy mech)

Extra Life power up (art, code, sound effect)

Level 1 to Level 2 transition

**Trello Warm Up Tasks!**  
**Join Team Xeno Jackers!**



**THANK YOU!!!**

**QUESTIONS or FEEDBACK?**