

332L Project

GAME IS INCOMPLETE

Below, everything that is incomplete is generally listed. Code contains some unimplemented parts but runs.

Game type

2d infinite running side scroller.

Objective

Player gets points for distance traveled and for enemies killed.

Controls

Space Bar: jump to next floor

J: first power up(Not Implemented)

K: second power up(Not Implement)

F: drop down a floor

About Movement

The player is normally moving forward and has the ability to Jump Up a level or Drop Down to a lower level. There are 3 levels, meaning the player can't jump to a level higher than the 3rd level, or drop down to a level lower than the 1st.

About Power ups(Not Implemented)

Power ups spawn randomly on the screen. If the player picks up the power up, then it can now be used by pressing the appropriate button(J or K) that is listed at the top of the screen. A player can only have up to 2 power ups at a time. If the player picks up a power up when the player already has 2, the the oldest power up is removed and the newest power up is available. When a new power up is added, the button that activates the power up is also changed.

Power Up List(Not Implemented)

slow power up: slows down movement speed, and jump speed of the player and enemies. Because of the reduction in speed, the player receives less passive points.

Speed power up: increases movement speed, and jump speed of the player and enemies. Because of the increase in speed, the player receives more passive points.

Stop time: enemies are frozen for a short time, but still allowing the player to vertically.

Uppercut: Player does an uppercut that kills any enemies that are near the Player. The uppercut sends the player up in the air a small distance. The player can jump after the uppercut if the player had not jumped prior to using the uppercut. The player can jump, then use the uppercut as a means of jumping in the air.

Stomp: the player can activate this ability either on the ground or in the air. If the player is on the ground, the player will start an uninterruptible animation that involves the player jumping into the air and landing on the ground forcefully, killing any enemies that touch the player while he falls. If the Player uses the ability in the air, then the player just slams down into the ground, killing any enemies that make contact with the player.

Enemy()

Ghost: enemy that if the Player comes in contact with, pauses the game.

Progress

Sprite sheet for the player character has been set up.

Images were too small so the image had to be increased in size. This made the images blurry.

Running animation works correctly using the Mario sprites.

Jump animation works correctly for the player character.

User is able to press buttons in order to make the player character jump.

Player is setup to run slow(for the Slow Power up) and quickly(for the Speed up Power up)

Moving floor is partially implemented.

Documentation for everything related to the Player aside from Drop Down is completed.

Sprite sheet for the Ghost enemy has been attained but also made blurry because of the changing in size.

Completed the moving floor for the 1st floor as well as 2nd and 3rd floors.

Complete Documentation related to the floors.

Completed Drop Down for the Player.

Completed Documentation for the Drop Down ability.

Implemented Ghost Sprite and movement

Complete documentation for the Ghost.

Implemented Ghost Collision with player

Unimplemented Features

Implement Power ups.

Complete documentation for the Power Ups.

Implement Scoring System.

Complete documentation for Scoring System.

Unblur the images for the Player sprite as well as for the Ghost sprite.

Implement Player loss screen

Implement Score saving