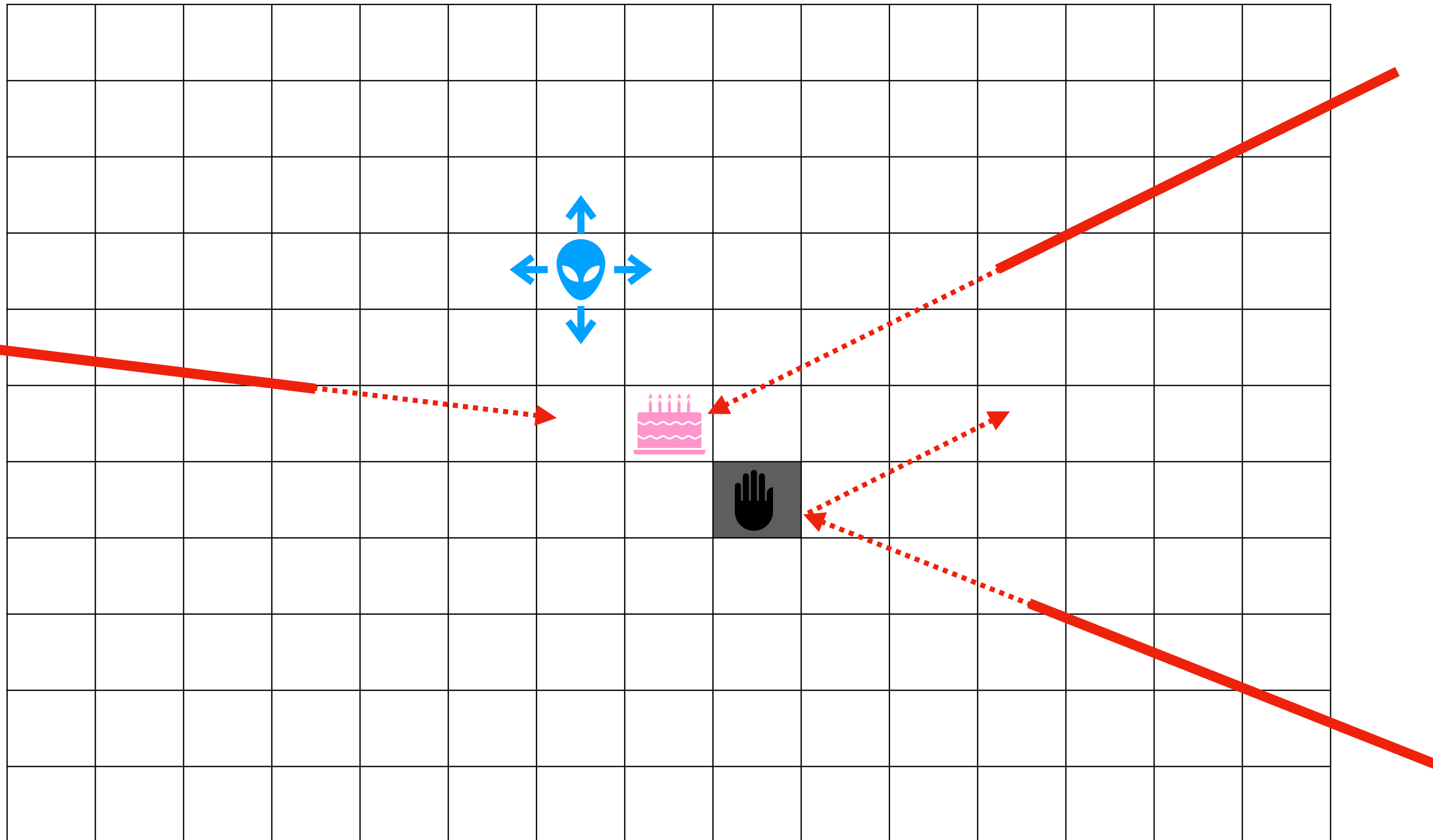


Final Project Progress Report

2023.12.04

20201166 Heo Kyeol

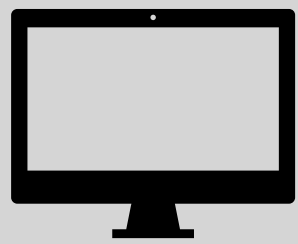
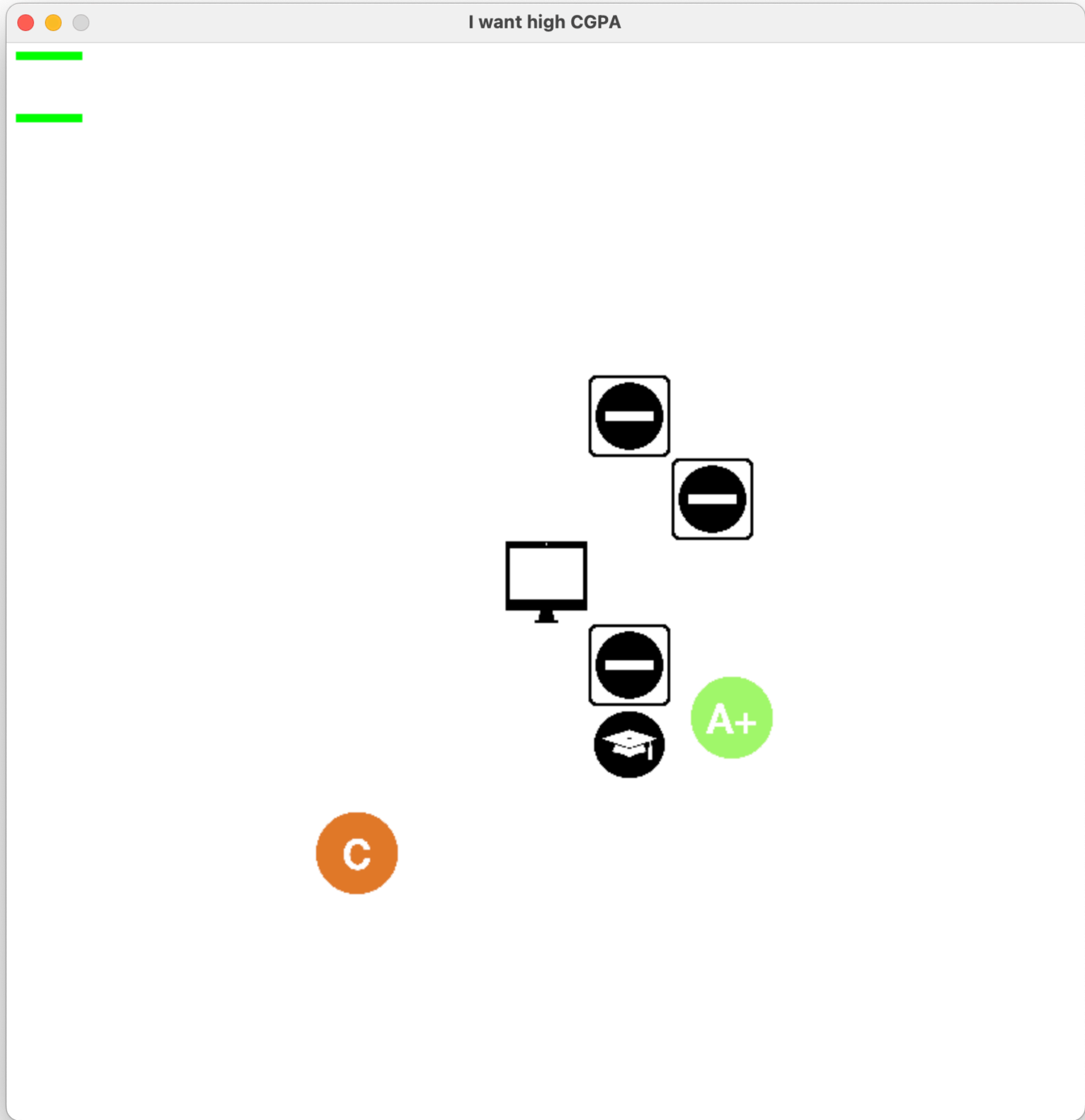
Project abstract - copy of plan report



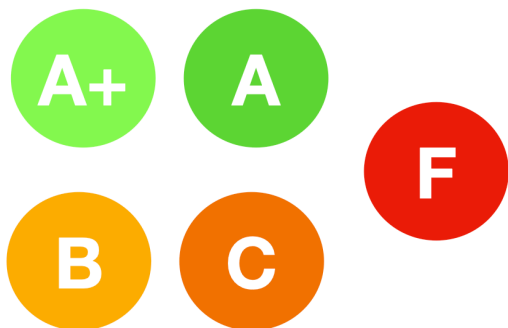
- Defencing something from shooting
- player moves on pixel, shot doesn't
- player predict the way of shooting, and make a defence block
- player can't move on defence block
- defence block can be removed by hit by shooting
- shooting get increase
- there can be more funny trick

Development feature - 2023.12.04

There's no progress about design yet



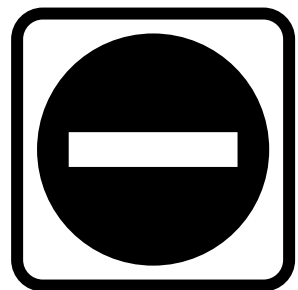
Core item to protect
CGPA will be displayed on monitor



Scores
protect B, C, F / accept A, A+

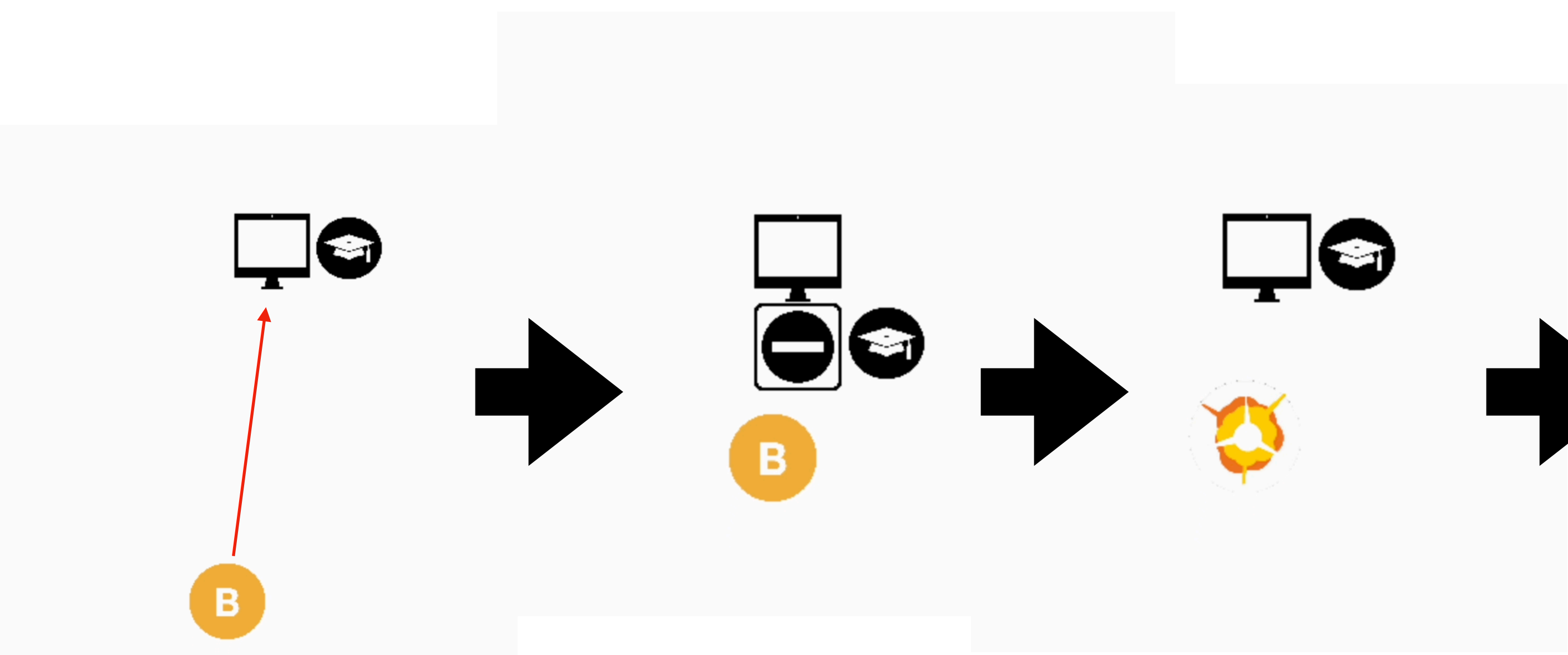


player
player have to protect his CGPA...



Blocked slot, This protect CGPA from B, C, F
player can't move on this slot

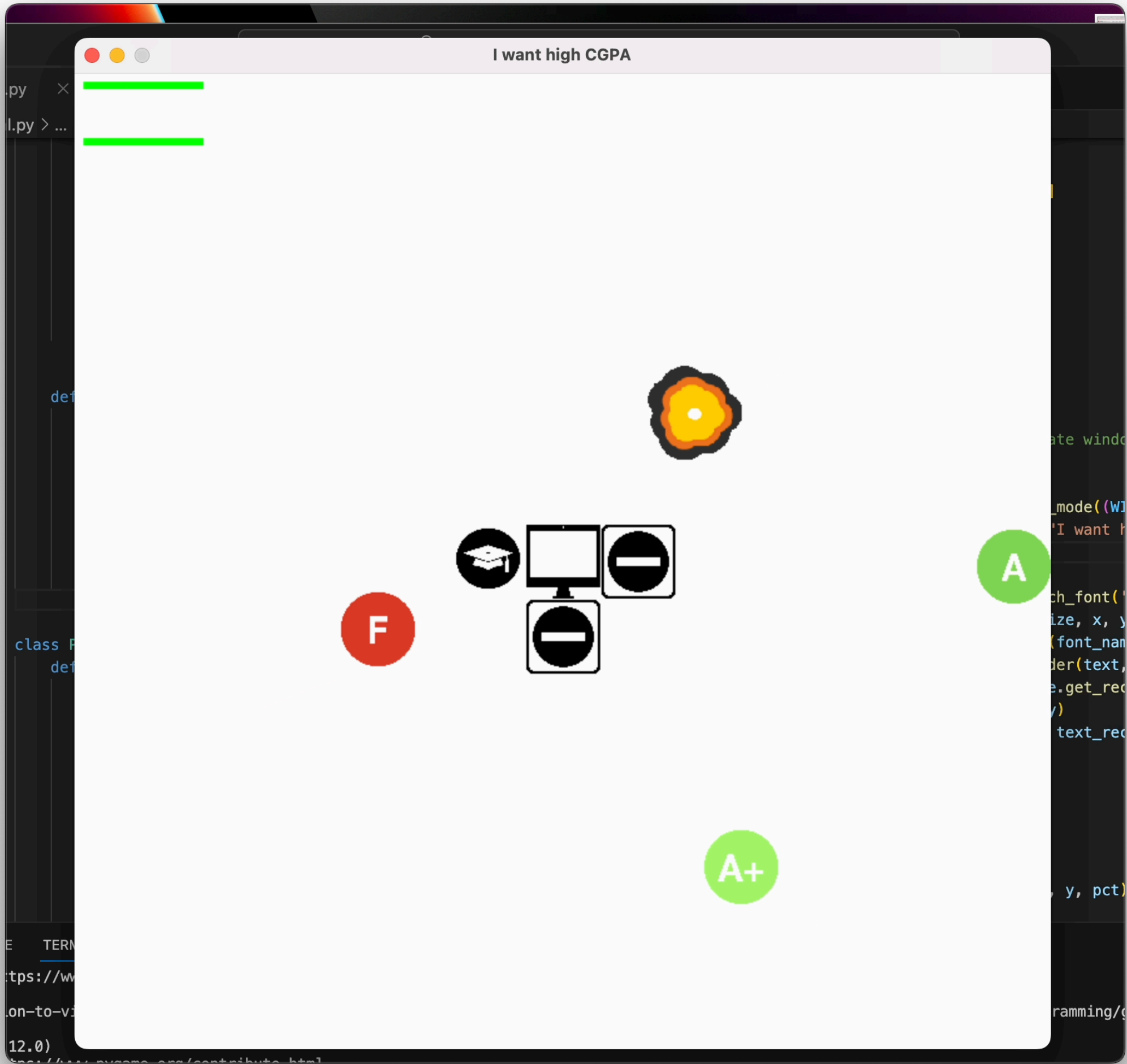
Development feature - 2023.12.04



B is coming!

Block!

Supersave...



Difficulty increases

Code status - 2023.12.04

feat/array종속처리 및 이동불가효과
#1 by heokyeol was merged 34 minutes ago

Completed first issue : There was much added code, but didn't commit so there's only one commit
I've implemented almost of MVP functions
I'm doing enhancement of code, for example, I made array class which controls all classes' action

```
self.shield = 100

class position():
    def __init__(self):
        self.row = 0
        self.column = 0

class posArray():
    def __init__(self):
        self.row = int(HEIGHT/120)*2+1
        self.column = int(WIDTH/120)*2+1
        self.slot = np.zeros((self.row,self.column), dtype=int) #0:null, 1:occupied
        self.blockedSlot = []

        self.playerPos = position()
        self.playerPos.row = int(self.row/2)-1
        self.playerPos.column = int(self.column/2)

        self.corePos = position()
        self.corePos.row = int(self.row/2)
        self.corePos.column = int(self.column/2)
        self.slot[self.corePos.row, self.corePos.column] = 1

    def update(self, bullets):
        self.slot = np.zeros((self.row,self.column), dtype=int) #0:null, 1:occupied
        # self.slot[self.playerPos.row, self.playerPos.column] = 1

302 # Process input (events)
303 for event in pygame.event.get():
304     # check for closing window
305     if event.type == pygame.QUIT:
306         running = False
307     if event.type == pygame.KEYDOWN:
308         if event.key == pygame.K_LEFT:
309             target = array.playerPos.column - 1
310             if array.slot[array.playerPos.row, target] == 0:
311                 array.playerPos.column = target
312         if event.key == pygame.K_RIGHT:
313             target = array.playerPos.column + 1
314             if array.slot[array.playerPos.row, target] == 0:
315                 array.playerPos.column = target
316         if event.key == pygame.K_UP:
317             target = array.playerPos.row - 1
318             if array.slot[target, array.playerPos.column] == 0:
319                 array.playerPos.row = target
320         if event.key == pygame.K_DOWN:
321             target = array.playerPos.row + 1
322             if array.slot[target, array.playerPos.column] == 0:
323                 array.playerPos.row = target
324         if event.key == pygame.K_SPACE:
325             player.shoot()
326             player.posUpdate(array=array)
327             array.update(bullets=bullets)
328
```


Todo

🕒 feat/게임성 향상을 위한 issue 추가 **help wanted**

#4 opened now by heokyeol

🕒 design/게임 디자인 수정 **design**

#3 opened 10 minutes ago by heokyeol

1. Almost of MVP are already implemented, so I have to consider about additional Improvment for gameplay
2. There was any design work, so I have to design the UI of game