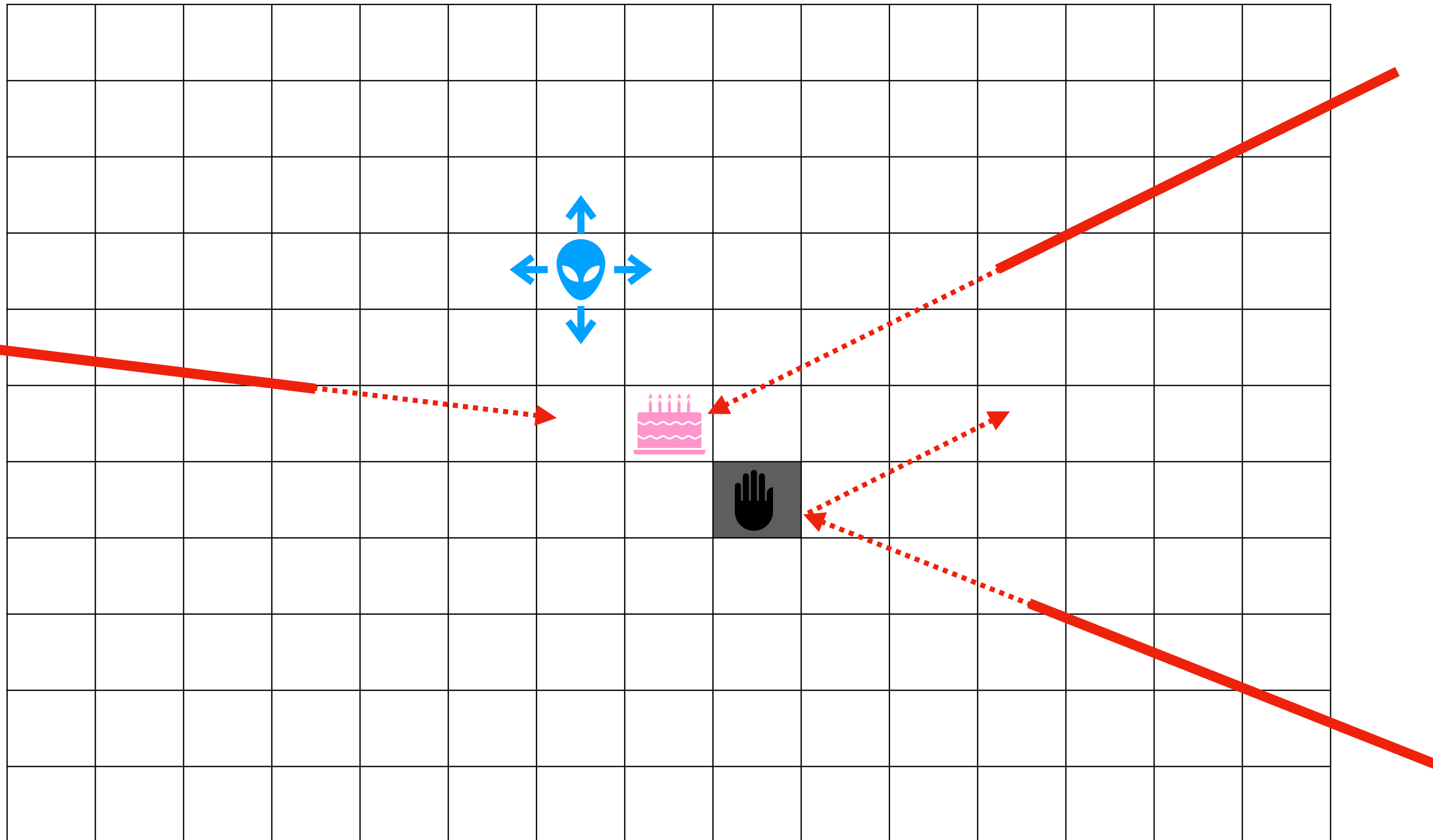# Final Project Progress Report
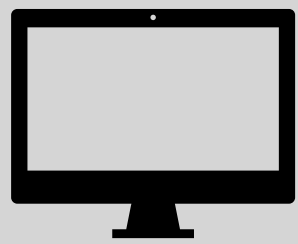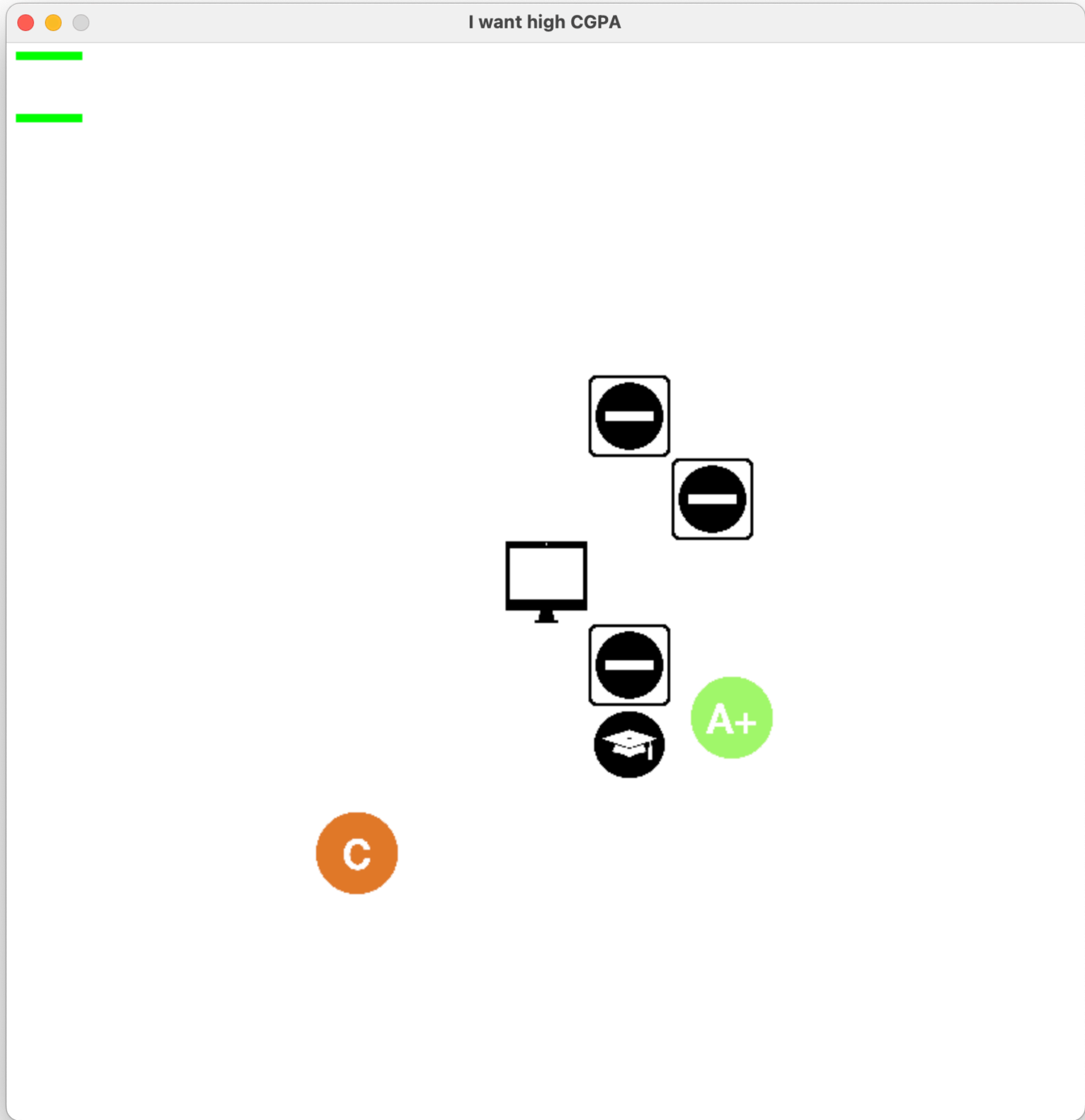
2023.12.04

20201166 Heo Kyeol

Project abstrict - 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

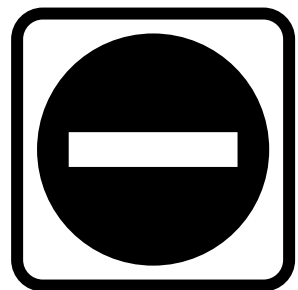I want high CGPA

There's no progress about design yet

Core item to protect

CGPA will be displayed on monitor
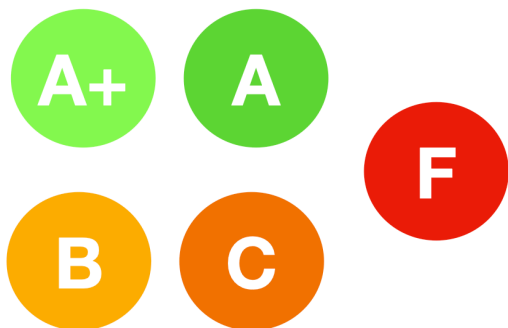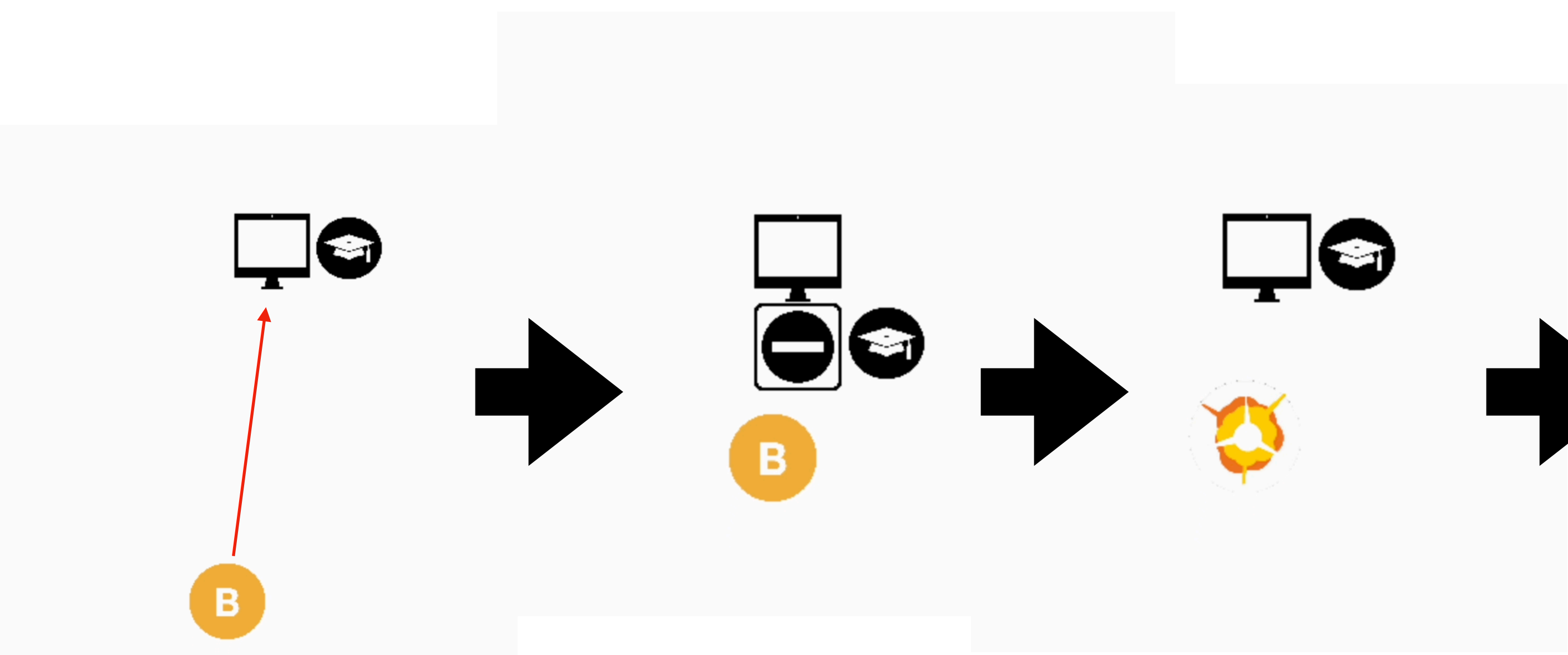
Scores

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

player

player have to protect his CGPA…

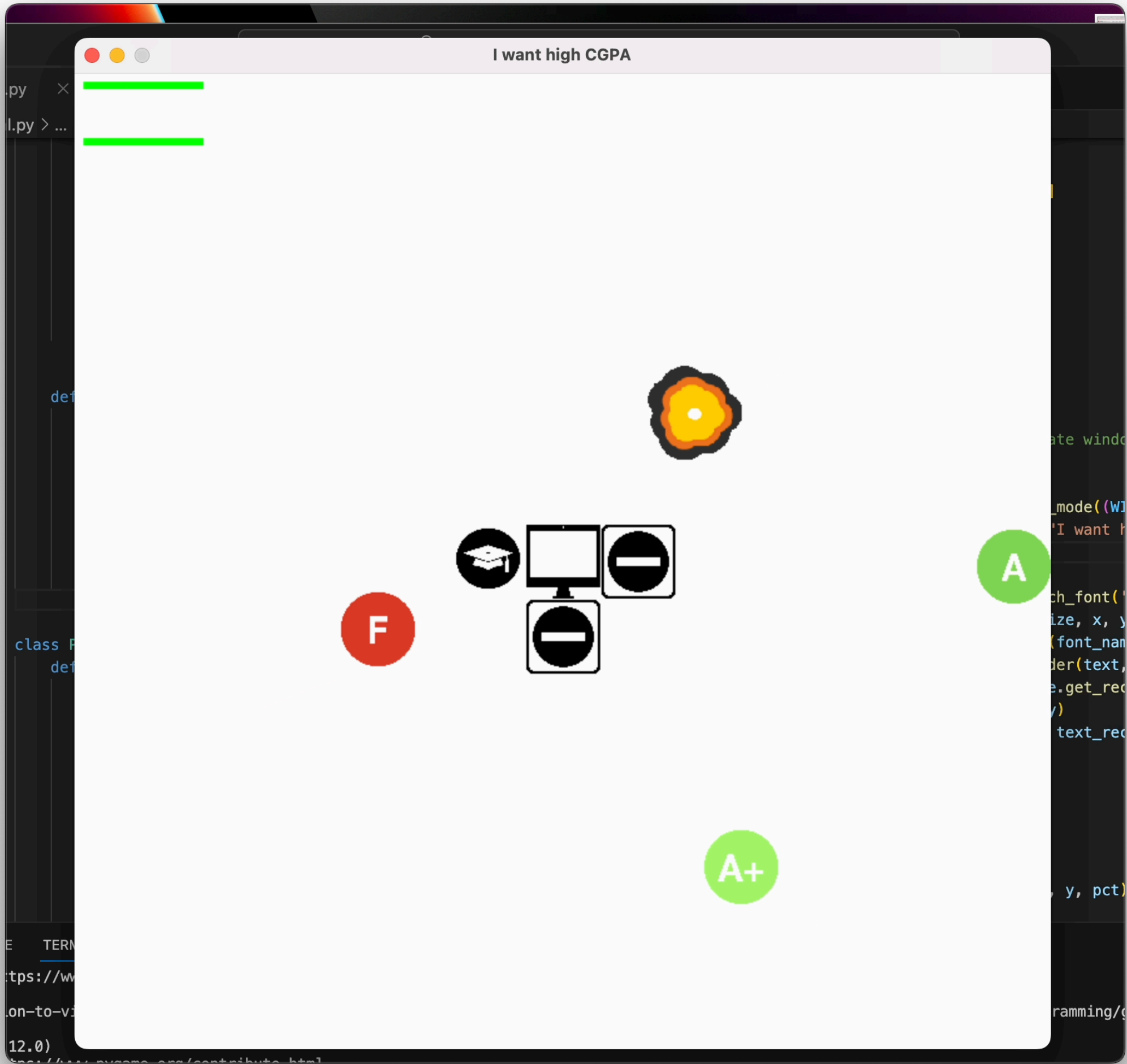Blocked slot, This protect CGPA from B, C, F

player can't move on this slot

Development feature - 2023.12.04

B is comming!

Block!

Supersave…

Difficulty increses

Code status - 2023.12.04

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 enhencement of code, for example, I made array class which controls all classes' action

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