

Sprint Documentation

Name: Emily Hartmann

Class: 2AHITM

Project Name: Where are you

GitHub Repository: <https://github.com/htl-leo-medtwt-projects/2425-sommerprojekt-2ahitm-EmilyHartmann6.git>

1. Initial UI Implementation

- The first screen was added in HTML.
- Styled using CSS.

2. Introduction of JavaScript and First Page Transition

- A JavaScript file was created.
- The first page transition was implemented.
- OnClick events for options were added.

3. Implementation of Cutscene (Flashbacks)

- The cutscene was added using the <video> tag.
- It starts automatically and runs in fullscreen mode.

4. Cutscene Skip Function

- A skip button was added.
- Later changed to a key event control ("Press E to skip").
- A separate JavaScript file for key events was created.

5. Expansion of Options

- Volume control was implemented.

6. Development of the In-Game Menu

- The in-game menu was created.
- The "Continue" and "Quit" functions work.
- The options button is implemented but still has issues and needs further fixing.

Goals for the next Sprint:

- Implement two distinct endings:
 - Starter Ending
 - Broom Closet Ending
- switching between two rooms.