

Sprint Documentation

Name: Emily Hartmann

Class: 2AHITM

Project Name: Where are you

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

1. rooms

- Added hallways and a choice room (body double ending or continue).
- Made rooms for the final 3 endings.

2. Hints

- Hid numbers in the map.
- Added a letter hint for the code order.

3. Code

- Players can now input codes.
- Correct code opens new area.

4. Player

- Players image added and started animating it

5. body double ending

- Added a CSS animation that plays when you reach this ending

Goals for the next Sprint:

- Implement a distinct ending:
 - Bad ending
 - Good ending
 - Insane ending
 - java script library: Howlerjs