

# Projekt Dokumentation Sprint 2

Name: Juliana Reder

Klasse: 2AHITM

Projektname: The Last Expedition

Link: <https://github.com/htl-leo-medtwt-projects/2425-sommerprojekt-2ahitm-juliana0810/tree/main/project>

## Änderungen:

- Level 1:
  - Gegner: Bewegung auf den Spieler
  - Player: Sprite Animation
  - Collisions (60 Collider)
  - Coins: Münzen zum Einsammeln + Counter
  - Lifes: 3 Leben => Game Over
  - Timer: 200 Sekunden
  - Rätsel:
    - Pergament: bei Berührung
    - Rätsel Rooms => Schlüssel erscheint im „Geheimraum“
    - Schlüssel, um aus dem Raum zu fliehen
  - Game Over Screen
  - Rätsel 1, wenn Flucht erfolgreich

## Verpflichtungen:

*Level 2 & 3*

- Game Screen für 2 & 3 designen
- Collider für 2 & 3
- Rätsel 2 & 3
- Sound Design

March 9, 2025 – April 9, 2025

Period: 1 month ▾

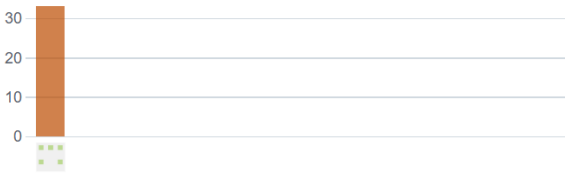
Overview

0 Active pull requests

0 Active issues

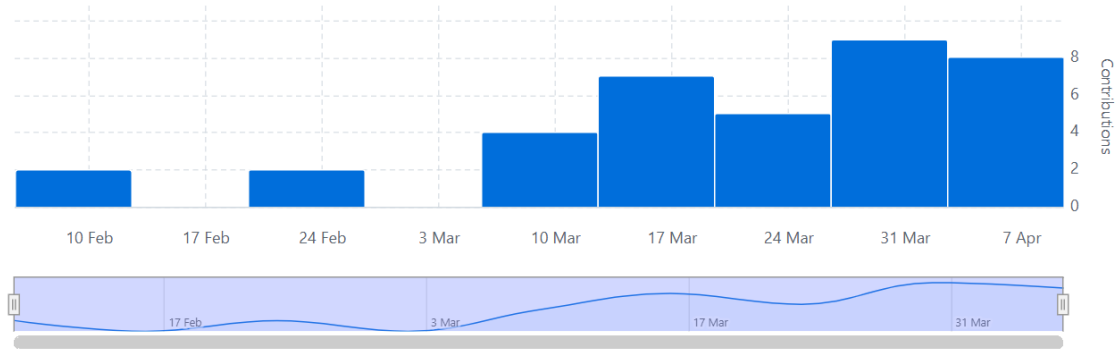
0 Merged pull requests	0 Open pull requests	0 Closed issues	0 New issues
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Excluding merges, **1 author** has pushed **33 commits** to main and **33 commits** to all branches. On main, **53 files** have changed and there have been **2,483 additions** and **0 deletions**.



Commits over time

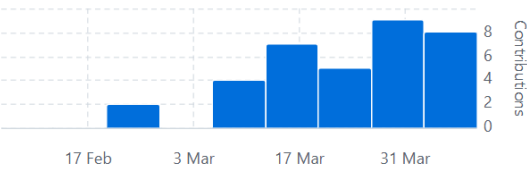
Weekly from 9. Feb. 2025 to 6. Apr. 2025



juliana0810

35 commits 3,207 ++ 724 --

#1



github-classroom[bot]

2 commits 57 ++ 0 --

#2

