

Week 2: Main layout plus some designs

Work division:

Jordan: Character and background design + Player and enemy sprites.

Setaish: Event listeners/ Character movements, attacks, health bar design and game timer.

Zineb: Action/reaction + background sprites and animation, interface design.

Jordan, Setaish, Zineb

Intro Page(Loading screen)

Basic html setup

Create Player and Enemy

Move Characters with Event Listeners

Attacks

Health Bar Interface

Game Timers and Game Over

Player Sprite - Idle

Player Sprite - Run

Player Sprite - Jump

Player Sprite - Attack

Enemy Sprite - Kenji

Background Sprite

Shop Sprite with Animation

React to Sprite Attacks

Receive Hit Animation

Death Animation

Interface Design and Animation

Push Live

Progress:

Html Layout:

Css Layout:

Character #1 Design :



Character #2 Design :



Background Design:
The Retro Plan (Summary of week two):

What was completed:

- During this week, we made significant progress in the development of the project. We started working on the HTML and CSS layout, and also implemented some of the main functions. Additionally, we divided the work among ourselves, which allowed for efficient use of time and resources.
- Furthermore, we completed the final character designs, which is a critical aspect of the project. This milestone sets the tone for the overall look and feel of the game.

What worked well:

- Overall, the week was productive, and we were able to accomplish several important tasks.
- What worked well was the division of work among the group members, as it allowed for faster progress and minimised the risk of burnout or overload. We also communicated well and kept each other informed of progress and any challenges that arose.

To be improved:

- To be improved, there may be a need for more detailed planning and scheduling to ensure that all tasks are completed on time. Additionally, we may need to allocate more time for testing and debugging to ensure that the game functions correctly.