

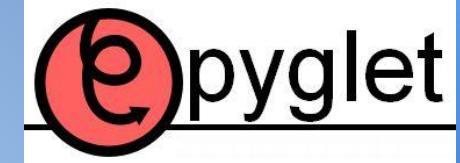
MapleFighter StreetStory

Jack Fan



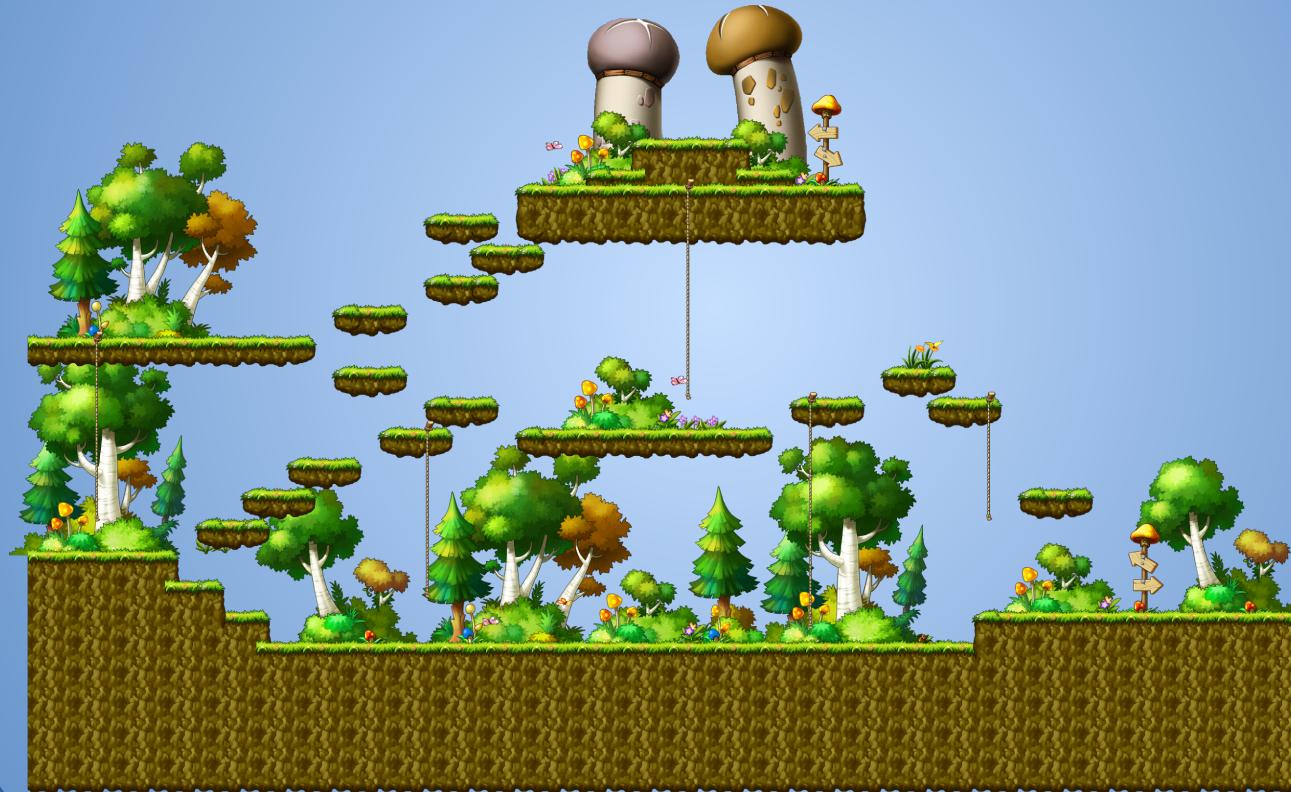


Pyglet



Easy to Deal with Events
Handles Images/Audio Nicely
One Update Function that Loops

Map - Just a PNG - Special Scrolling



Creator & Editor



Classes

Map

Ground

Items

Character → Player

→ Mobs

Sprites

Rope

Img Flip + Naming (Exploit it!)



standL_0



standR_0

shoot2L_0 shoot2R_0



Sprite Animation



What's Next?

- hit box + damage box
- calibrate sprite images
- actually create ropes
- use xml to store these information
- combo interpretation
- PVP Network
- Little bugs here and there
- performance concern?? more stuff → fps go down

Questions??
Comments!!
Concerns..