Project Progress Report

Github Link: https://jacobleboeuf.github.io/comp4900722f2021/index.html

   The project's current state has Level 1 finished, complete with 'Game Over' screen along with full functionality of the game outside being able to actually complete it. For example, if Level 1 is completed, the game advances to Level 2, which is currently blank. Given that the first level took me a lot more time than I anticipated to complete, it is now likely that the game will only consist of 3 or 4 levels, unless the proceeding levels take me considerably less time to complete. I also realized I partially misspoke on my original project proposal, saying that WebGL will be used when I actually meant Canvas. I'm not going to completely rule out using WebGL within this project, but that was what I actually meant when I confirmed its usage in the proposal. What is left to complete is the remaining 2 or 3 levels, as well as a 'Victory' screen, that lets the user know they have completed the game. Feel free to click the link posted above to play the current (unfinished) version of the game.