

2D게임프로그래밍

2차 발표

01

- 수정된 개발 일정

개발 일정

02

- 현재 진행 상황
- Git Commit

게임 개발상황

03

- 데모 시연

게임 시연

수정된 개발 일정

- 4주차의 충돌구현
-> 5주차
- 6,7주차의 기타 타격요소
-> 4,5주차

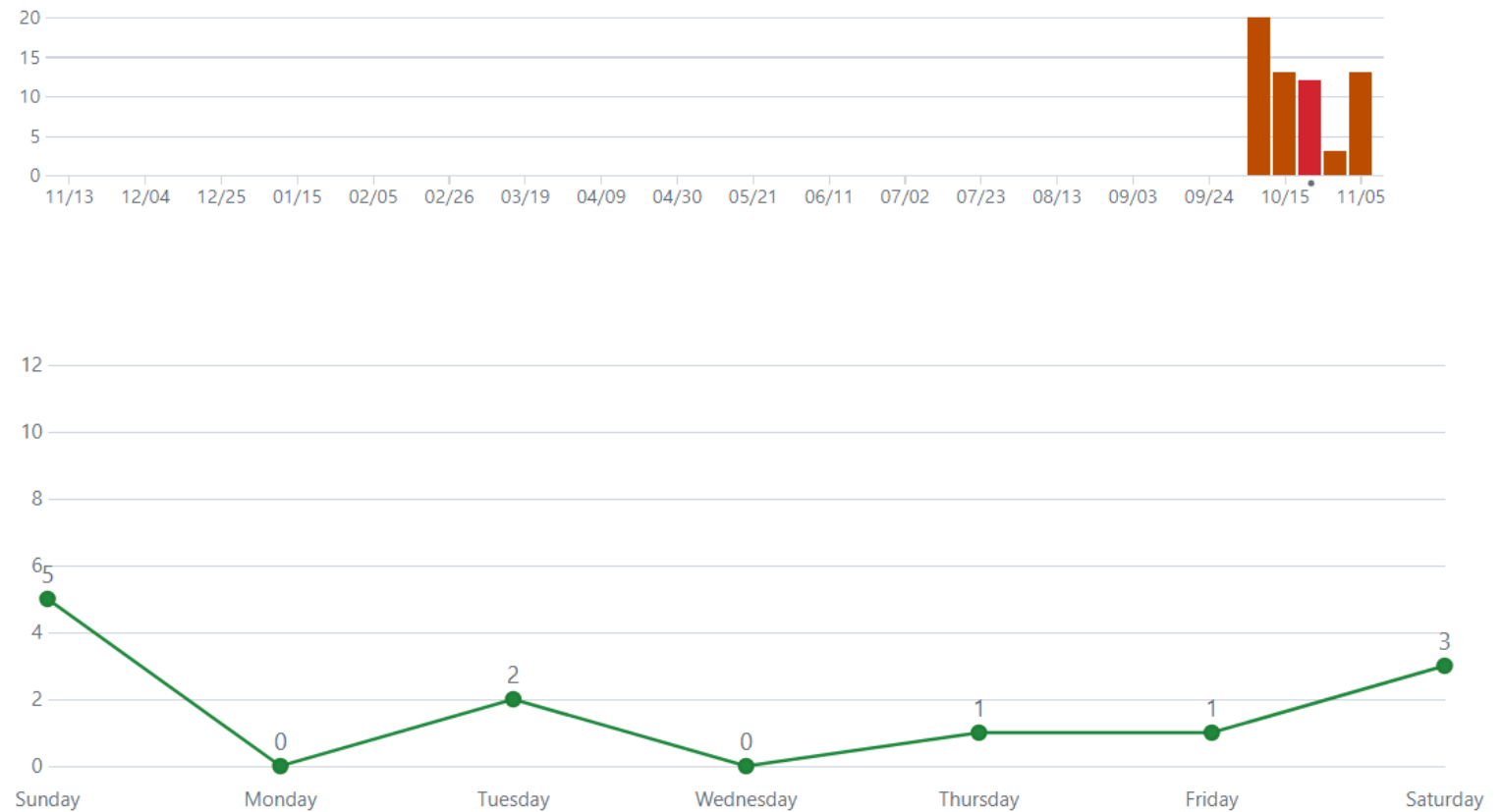
1주차	주인공 리소스 수집
2주차	주인공 기본적인 조작 구현 (이동 및 공격모션)
3주차	충돌범위, 충돌체 구현
4주차	충돌범위, 충돌체 구현, 충돌구현(타격)
5주차	패링 구현, AI 구현
6주차	패링 구현, 기타 타격요소, AI 구현
7주차	기타 타격요소, AI 구현, 메뉴 구현
8주차	오류 수정 및 기타

현재 진행상황 - 97%

진행률			
1주차	주인공 리소스 수집		100%
2주차	주인공 기본적인 조작 구현 (이동 및 공격모션)		100%
3주차	충돌범위, 충돌체 구현		100%
4주차	계획	충돌범위, 충돌체 구현, 기타 타격요소	88%
	결과	충돌범위, 충돌체 구현, 기타 타격요소(1/2)	
5주차	충돌구현(타격), 기타 타격요소, 패링 구현, AI 구현		
6주차	패링 구현, AI 구현		
7주차	기타 타격요소, AI 구현, 메뉴 구현		
8주차	오류 수정 및 기타		

























Git Commit

- Pulse
- Contributors
- Community
- Community Standards
- Traffic
- Commits**
- Code frequency
- Dependency graph
- Network
- Forks



















Git Commit

Commits on Oct 13, 2023

Player Move by w,a,s,d ... jjuncode committed last month	 a9bfda0	
KeyMgr Hold ... jjuncode committed last month	 b870d8d	
KeyMgr manage Tap jjuncode committed last month	 0899eaa	
Create KeyMgr jjuncode committed last month	 127cb0f	
ObjMgr -> obj group ... jjuncode committed last month	 961f6bb	
Create TlmeMgr Singleton jjuncode committed last month	 51ad660	
Create Core Singleton jjuncode committed last month	 9940c30	
draw character animation jjuncode committed last month	 e15e71f	
draw player spirte sheet jjuncode committed last month	 6897c42	
중간커밋 jjuncode committed last month	 f147a05	
file init jjuncode committed last month	 38146fe	
Initial commit jjuncode committed last month	 2c5deb4	

Git Commit

Commits on Oct 14, 2023

add 발표자료 👤 jjuncode committed last month	 84bd77e 
Create StateMachine ... 👤 jjuncode committed last month	 79d589d 
Player keyupdate func 👤 jjuncode committed last month	 3b93966 
Character Control w,a,s,d,e,q ... 👤 jjuncode committed last month	 667ef81 
Create StateMachine 👤 jjuncode committed last month	 3c7fba6 
Player draw fit size 👤 jjuncode committed last month	 211e8e7 
Player Animation Draw four 👤 jjuncode committed last month	 3abe21d 
Core -> Quit by escape + image change 👤 jjuncode committed last month	 1a8929b 

Git Commit

Commits on Oct 16, 2023

natural attack end (check move input) ...


 jjuncode committed last month



32e4e3f



Impossible turn Attacking to Run ...


 jjuncode committed last month



59a4b0d



Attack by Holding Key ...


 jjuncode committed last month



ab8a2b8



Run to Idle by None_Key ...


 jjuncode committed last month



1b63a2d



KeyMgr -> Create KeyState "AWAY" ...


 jjuncode committed last month



0de656f



StateMachine -> Create StateTable ...

 jjuncode committed last month



ea754b6



Git Commit




Commits on Oct 16, 2023

Add resource

 jjuncode committed last month


 6617470 

Attack Down set Collider by ani frame ...

 jjuncode committed last month


 9884684 



Attack Up set Collider by ani frame ...

 jjuncode committed last month


 c3ef22b 



sword pos update by ani frame (start) ...

 jjuncode committed last month


 0e91d37 

Turn to Shallow Copy ...

 jjuncode committed last month


 5c087bb 



Component class inherit ...

 jjuncode committed last month

 c2c902e 

Create Component class ...

 jjuncode committed last month

 0d95559 

Git Commit



Commits on Oct 26, 2023

bg image update

 **jjuncode** committed 2 weeks ago




85570a8



Commits on Oct 24, 2023

BackGround Obj


 **jjuncode** committed 3 weeks ago



09a83e0



add resource

 **jjuncode** committed 3 weeks ago




5aa2310



Commits on Oct 22, 2023

value fix


 **jjuncode** committed 3 weeks ago



8415a11



Seperate Effect pos ...


 **jjuncode** committed 3 weeks ago



7df8c7b



Process Effect in Component ...


 **jjuncode** committed 3 weeks ago



58cc8ed



Draw Effect Animation

 **jjuncode** committed 3 weeks ago



bb46af2



Add Effect class ...

 **jjuncode** committed 3 weeks ago



eadfd51




Git Commit


Commits on Oct 31, 2023


jump well ...

 jjuncode committed 2 weeks ago


 009e5c4 <>

Error fix) Physic natural ...

 jjuncode committed 2 weeks ago

 4c69b06 <>


Error fix) Jump -> Sword Collider follow ...


 jjuncode committed 2 weeks ago

 0eb4e70 <>


Commits on Oct 28, 2023

short jump, long jump ...

 jjuncode committed 2 weeks ago


 f94ed3d <>

Create Jump State ...

 jjuncode committed 2 weeks ago

 0a02175 <>


Apply gravity ...

 jjuncode committed 2 weeks ago

 99c2a81 <>

Commits on Oct 27, 2023

Create Physic Class


 jjuncode committed 2 weeks ago

 081de24 <>

Git Commit

Commits on Nov 6, 2023

Alpha Blending ...

 jjuncode committed last week




b231a15



Commits on Nov 5, 2023

Natrual Physic and Jump ...


 jjuncode committed last week



267a21a



Bug fix Mgr lcass ...


 jjuncode committed last week



7322fb9



Scene Change


 jjuncode committed last week



4517dd3



Add Scene, SceneMgr ...


 jjuncode committed last week



17ba745



print FPS

 jjuncode committed last week



c620bf2



Git Commit



Commits on Nov 11, 2023

Second Presentation

 jjuncode committed 11 minutes ago




0f6e164



Commits on Nov 8, 2023

Grouping Background ...


 jjuncode committed 3 days ago



eb4414b



Seperate Sword ...


 jjuncode committed 3 days ago



5889121



Delete CollisionMgr ...


 jjuncode committed 3 days ago



30fbca0



Create CollisionMgr (temp) ...


 jjuncode committed 3 days ago



d71ba45



physic frame bug fix ...


 jjuncode committed 3 days ago



03e31bd



Attack bug fix ...

 jjuncode committed 3 days ago



f59e351

