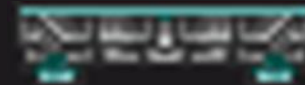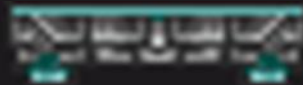# Umbral Phantoms

Jerry Lucas

Robert Tuck

Richard Bravo

Jocelyn Rocha

Thomas Robinson

Responsibilities

Jerry: animations, ai, collision detection, level interaction, game speed

Richard: menu screens, java docs, sound effects

Jocelyn: death class, menu, sound effects, level design, powerpoint

Thomas: level design, spike class, UML diagram

Robert: victory class, git setup, java docs, debugger

Classes

Game:
    Start

Res:
    animation-
    (character/bat)
    tilesets
    background
    level
    music/sound effects

Controller:
    Camera
    Game
    Handler
    KeyInput
    Music

Model:
    Bat
    BufferedImageLoader
    GameObject
    Player
    Spikes

View:
    Animation
    Block
    Credits
    Death
    Flag
    MovingBlock
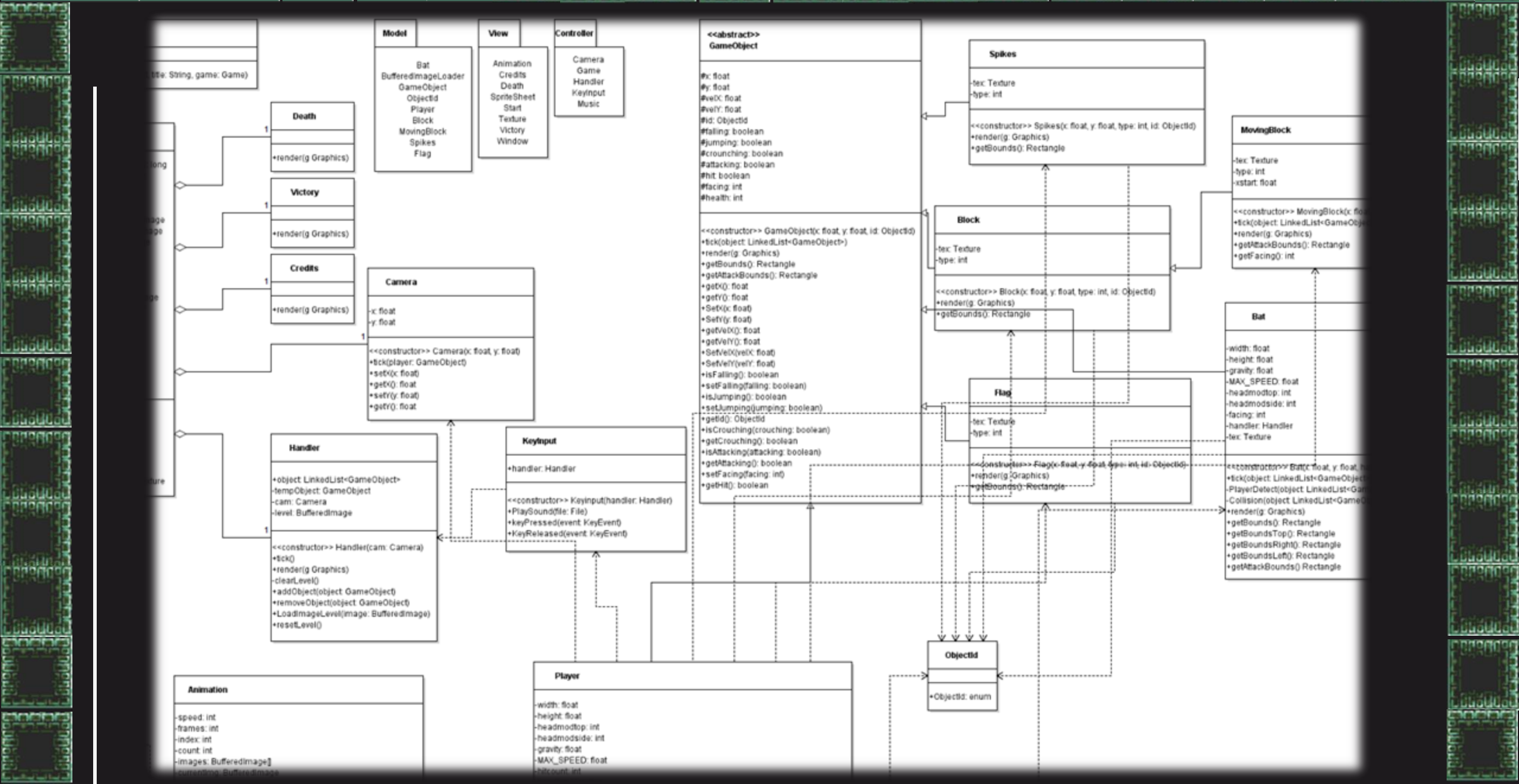   SpirteSheet
    Texture
    Victory
    Window

Level Design
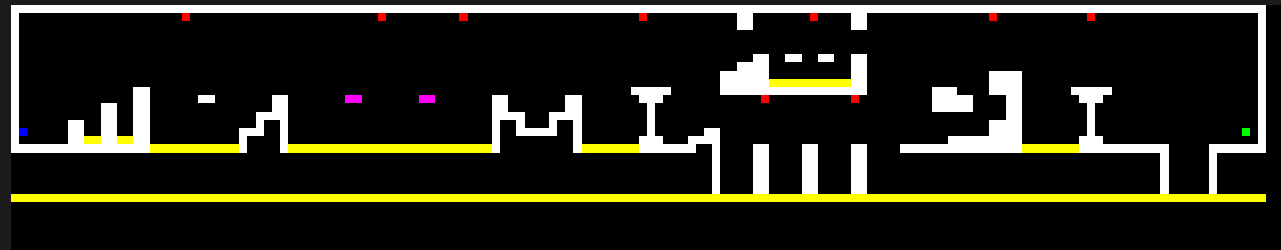
Milestones Achieved

<u>Easy</u>
    Ability to traverse character through the map of the game ☑
    Hit detection ☑
    jumping ☑
    menu functionality ☑

<u>Hard</u>
    Adding depth to the game such as sound effects ☑
    animation of characters ☑
    character abilities
    puzzles ☑
    scripted boss fight

GitHub

Pros
- ➢ Good tool for keeping track of commits/changes
- ➢ Able to work remotely from home

Cons
- ➢ Steep learning curve
- ➢ Merging conflicts when all working together
- ➢ CAN'T COMMIT MULTIPLE CHANGES AT THE SAME TIME!!!!
                                (learned this the hard way)

Wishlist
- ➢ Review feature
- ➢ Real time editing