## Timeline

11/7 to 11/11: UML, learn basics about SML

11/12 to 11/18: Get Sprite Sheets made and loaded

11/19 to 11/25: Get Input handling and sprite sheet movement

## 11/26 to 12/2:

Basic Physics and Collision of ground with character (detect ground)

12/3 to 12/6: You aren't here

12/7 to 12/9: Collision and Jumping(Gravity/ Wind)

12/9 to 12/12: Atmospheric Physics(Wind?), write-up

imageCount, float switchTime, float

sf::RectangleShape buzz // figure

+ void Draw(sf::RenderWindow &window)

+~Player() // deconstructor +void Update(float deltaTime);

speed)

Sprite sprite; unsigned int row; float speed; bool faceRight;

AABB Collision Detection

Sound: ogg files?

SFML lib

GIMP for background

Piskel for sprite design

CSIS 137
Krystal Maughan
UML for Final Project
Man on the Moon -> Buzz's Adventure

