

Period: 2

Group Member(s): Kassidy Tang

Group Name: kt

Project Title: Kill Time

Project Description:

The user starts the game near the middle of the screen as an avatar with a sword in hand. As monsters start appearing from the right side of the character, the user is able to fight back using their mouse click. The sword will only hurt the monster if the monster is within range. If the user is not able to kill 10 monsters without losing all their health, the game will restart. However, if the user is able to kill 10 monsters within that level, they will progress and fight even more difficult monsters. The user will be able to upgrade their sword or get more health in between levels.

Current Functionalities:

- The avatar's body can be drawn
- The monster's body can be drawn
- The sword can be drawn
- The sword can move with the click of the mouse

Planned Functionalities By Next Meeting:

- Clouds will be drawn and will move with the avatar
- The avatar will move
- Monster will also move

Trouble:

I had trouble getting the sword to rotate. My initial attempt would make the sword disappear entirely and there would be the previous drawing of the sword behind the avatar body. It took a long time to realize that the sword was being drawn in coordinates that could not be seen. The current solution to this problem was adding and subtracting random numbers when using the translate method. I tried getting the avatar to move, but I wasn't able to figure out why the avatar wouldn't update after pressing 'a' or 'd'. The PVector coordinates did update though.

UML:

