

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
- Avatar can move using the keys "a" and "d"
- The monster position also moves with the avatar
- The clouds also move with the avatar
- Game information like the number of kills is displayed on the bottom

Planned Functionalities By Next Meeting:

- The sword will not continuously move downward while the avatar moves
- The information at the bottom will update as the player gets kills
- The player will be able to click the mouse and deal damage
- Monster will be able to deal damage

Trouble:

I realized that the sword kept moving toward the bottom of the screen as the avatar moved toward the right. I tried multiple times to fix the translation and rotation method, but none of those attempts have fixed the problem. I also did not know different classes needed to be created so it took some time to reorganize my code and make it function the same way.

UML:

