|  |  |
| --- | --- |
| A picture of a winding road and trees  PintMan2d  Developer Diary | Abstract  A comical 2D scrolling platformer.  KEVIN BARRY - Student  Mobile Application Development 3 |

PintMAn2D

Contents

[the rate of increasing difficulty 2](#_Toc528058517)

[the speed of gameplay 2](#_Toc528058518)

[win/loss conditions  2](#_Toc528058519)

[Gain points: 2](#_Toc528058520)

[Lose Point: 2](#_Toc528058521)

[the placement of the controls 2](#_Toc528058522)

[the appropriateness of the control mechanics 2](#_Toc528058523)

[the user of colours and text elements on the user interface 2](#_Toc528058524)

# Introduction

Pintman2d is a comical 2D platformer where the user, Paddy Losty, must navigate through the levels collecting pints and crisps while avoiding bottles of water.



# Developer Log

|  |  |  |
| --- | --- | --- |
| Date | Task | Comment |
| 09/11/18 | Firing weapon | Control = V  Fires a star  +50 points kill enemy  Particle effect  Star destroyed on contact  Ignores checkpoints |
|  | Player Animation | Walking  Idle  Jumping |
|  | Level Selection | End level point  Level menu |
|  | Pints | Rotation |
|  | Menu | Level Select  New Game  exit |
|  |  |  |
| 10/11/18 | Enemy | Updated Sprite  Added Animation |
|  | Star(Weapon) | Script to destroy unused object |
|  |  |  |
| 12/11/18 | Tile Maps |  |
|  | Health System User | Added numerous hits to kill enemy |
|  | Health System Player | Added numerous hits to kill enemy |
|  | player | Knockback on enemy contact |
| 02/12/18 |  |  |
|  | Live System | Carry lives through levels  Rest lives on new game |
|  | Score | Carry score through levels |
|  |  | Reset score on new game |
|  | Time system | Set countdown time |
|  |  | Timer stop on pause |
|  |  | Time gone lose life |
|  |  |  |
|  | Sound System | Noise on deat  On contact  shoot |
| 3-12-18 | Health | Health pickup(+3 health) |
|  |  | Destroy object on impact  No longer bouncing off |
|  | Touch | T ouch buttons  Mapped touch the methods  If (comp or android) |
|  | Shooting | Added roatiotion to shoot  Set delay on shot time |
|  | Built for android |  |
|  | Level select map |  |
|  |  |  |

Button xbox remote:

Fire1 joystickl button 2

Jump youtsick button 0

Left right joystick left `

Go straight thru door .. keyboard uparrow control y axis joystick

|  |  |  |
| --- | --- | --- |
| Date | Bug | Solution |
| 3-12-18 | Player firing multiple stars | Set counter to next shot(0.2 sec delay) |
|  |  |  |
|  | Android controls   * All Input Methods acting uncontrollable | Fixed moved kickback code ou of moce |
|  |  |  |
| 4-12-18 | Need to adjust ui sizes very small on android |  |
|  | Cant exit door on touch | Added function to call level loader |
|  | Level selector needs repair |  |
|  | Player not losing life fall of screen |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# the rate of increasing difficulty

More Enemies as game progresses

Level of difficulty navigating levels increases

Unlock further range on shooting object

More shots on enemy to destroy

# the speed of gameplay

# win/loss conditions 

## Gain points:

Collect Pint object +100

Kill enemy +50

## Lose Point:

Touch Water -50 

# the placement of the controls

w next level

v shoot

space jump

< > left right

W next level

Esc open pause menu

# the appropriateness of the control mechanics

# the user of colours and text elements on the user interface