

For milestone 2 we have managed to achieve the targets we set ourselves in the project proposal timeline. We have implemented one whole level that is made up of two floors with multiple random rooms and includes multiple enemy entities, which should last at least two minutes. We implemented basic player progression by implementing health, experience points, and attack power. The playable character also includes multiple animations for movement and combat through the use of sprite animation. We have managed to implement melee attacks as well, however we have yet to fully implement projectile attacks, as the enemy AI component proved to be slightly more difficult to implement than we had hoped. Currently the player is just able to throw the sword that they can pick up. In addition to the above we have also added the assets for the store, in which the player can purchase mutations and new weapons, to the game. We furthermore added a parallax scrolling background to the game as well. The player AI now allows players to move horizontally, and to shoot projectiles at the player when they approach. In addition to this, one of our enemies has the ability to fly and uses the A* algorithm in order to approach the player