

Our skeletal game adheres to our plan as outlined in our proposal as we have Created a GitHub repo, removed the a1-specific code from a1 template and set up the project, created the low and medium fidelity prototype and started the ECS implementation. In Week 2 we worked on some simple static level design, created blocks to render the player and a single enemy, as well as added the collision detection code. Lastly in week 3 we implemented the core game movement mechanics including jumping, left/right motion. We also added elements of gravity to jumping. For the creative component we added in a sprite for the enemy and lastly we added the concept of health to our skeletal game.