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Game Report

(This is the first report this team has had together so I will make it extra long.)

The user reports:

I am a user I should be able to move fluidly across the board.

I am a user I should be able to see my score.

I am a user I should be able to tell what and where enemies are.

I am a user I should be able to complete a level.

I am a user I should be able to collect emeralds.

Game report:

We have begun non-jumpy movement and massive clean-up of the base code. We are two teams who have joined so to integrate our code major housekeeping and reset-up has needed to happen. In the beginning both teams have had base code involving but not limited to: a Main function, character classes, hero class, level and level setup. These functions were implemented differently therefore the cleanup.

As stated before non-jumpy movement has been started. This was east to show but we have run into a problem where if the character is in-between two blocks they will not be able to move in a perpendicular direction. This causes very clunky game movement. We are working on how to solve this in a way it can be implemented with the enemies as well. So this function cannot call last key pressed or something of that sort.

Also we have found out what pathfinding algorithm we are going to use for the enemy AI. We are going to use the A-star algorithm. This algorithm will be very effective on our small board but if it was much larger the algorithm would run slower. This algorithm tests all spaces around and scores each path. The algorithms then takes the path with the most reasonable score.

There is some still to be done but as it stands I believe we will finish and be able to implement extra functions by the due date.