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Iteration 2

During iteration 1, we completed creating a canvas, coloring the canvas, displaying a shape on the screen, implementing movement via arrow keys, and border collision detection with the canvas. During that iteration, we made first attempts at creating our game’s logic, and didn’t think it through as thoroughly as we could have. James and I redid the logic during iteration 2, and will continue to improve our code’s efficiency as we move forward into iteration 3.

During this iteration, we created additional characters, perfected collision detection with other characters, added a dialog for the first character when the player gets close to the character, and created lines (rooms) that will be a big part of this game as the player must traverse these rooms for the game to progress. James was responsible for collision detection and improving the code’s logic which he did. I added dialog to characters and the lines for the rooms. All code is still being housed on GitHub, and we are keeping track of branches and commits.

During iteration 3 we will try to have player dialog done as well as clues and story progression. I will work on the dialog and responses, as well as the clues being added. James will work on story progression and the logic behind it. This is subject to change, as we start development on these features, we may find them to be more complex than once thought, or we may want to change something to better fit with our story. In either case the code will be on GitHub, with comments describing what was and wasn’t accomplished.