Assignment 7 Progress Report

Game Goals:

Our group will attempt to make a game like galaga. The user will have a controllable sprite, whose movement is restricted to the bottom portion of the screen. This sprite will be able to shoot at incoming enemy sprites, which will be randomly generated with increasing frequency the longer the game goes on.

The main sprite will be able to move left, right, up, and down while also being able to shoot using a separate key. If time allows, more complex sprite classes will be added to the repertoire of enemies the player has to deal with. Each level in the game will be met with an increased amount of enemy sprites, generated at faster frequencies. The win condition for the game is getting through three levels. The lose condition is if three of the enemy sprites manage to reach the player’s domain of movement. A scoring system will be implemented and will be visually displayed on the top right of the screen, along with the three “lives” the player has.

We currently have the background for the game and a, mostly constructed, main character class.

Classes:

Main Character/Shooter –

Has movement and shooting functionality

Enemy Sprite –

Has random movement and the ability to be destroyed when hit by the shooter’s bullets

GUI Interface –

Displays score, level, and player’s remaining lives

Work Distribution –

Waleed – Main Character

Javier – Enemy Sprite Class

Jason – GUI Interface, Pause Screen, and Animation Artifacts