CodeRaider Status Update

Connor Harber, Sean McConnell, Hayden Moritz, and Johnathan Tibbetts

Overview

We are just a couple of steps away from a minimum viable product (MVP). Once complete, our game will have multiple levels, fighting/health mechanics, boss mechanics, items, game music, and awesome gameplay. At our final presentation, we will have a live demo where you can try out the final game for yourself. We will also use GitHub Pages to host the game online for anyone to play.

Although we will not have time to add all of the features we initially wanted to, by the end of this course we will have produced a product that is complete and enjoyable by anyone with an internet connection.

Current Features

- Improved level design

- Smooth player movement

- More robust physics engine

- Simple boss movement mechanics

- Enemy movement and interaction

- Level success and fail mechanisms

Future Features

- Implement weapon(s) and damage

- Display and update health bar

- Complete game music loop

- Add boss level

- Add pickups (health)

Problems

- Due to the way our levels are loaded (each level is a different HTML file), there is no way to share information between levels.
  - Our solution is to implement a "TXT database", where all HTML files have read/write permissions to a shared text file that contains information on health, ammo, etc.

- We are having issues with the rendering and drawing of our sprites and animations. Occasionally, the sprites will render poorly or with floating pixels.
  - We do not have a complete solution yet, but re-drawing our sprite sheet seems to be helping tremendously.

Demo

Q/A