

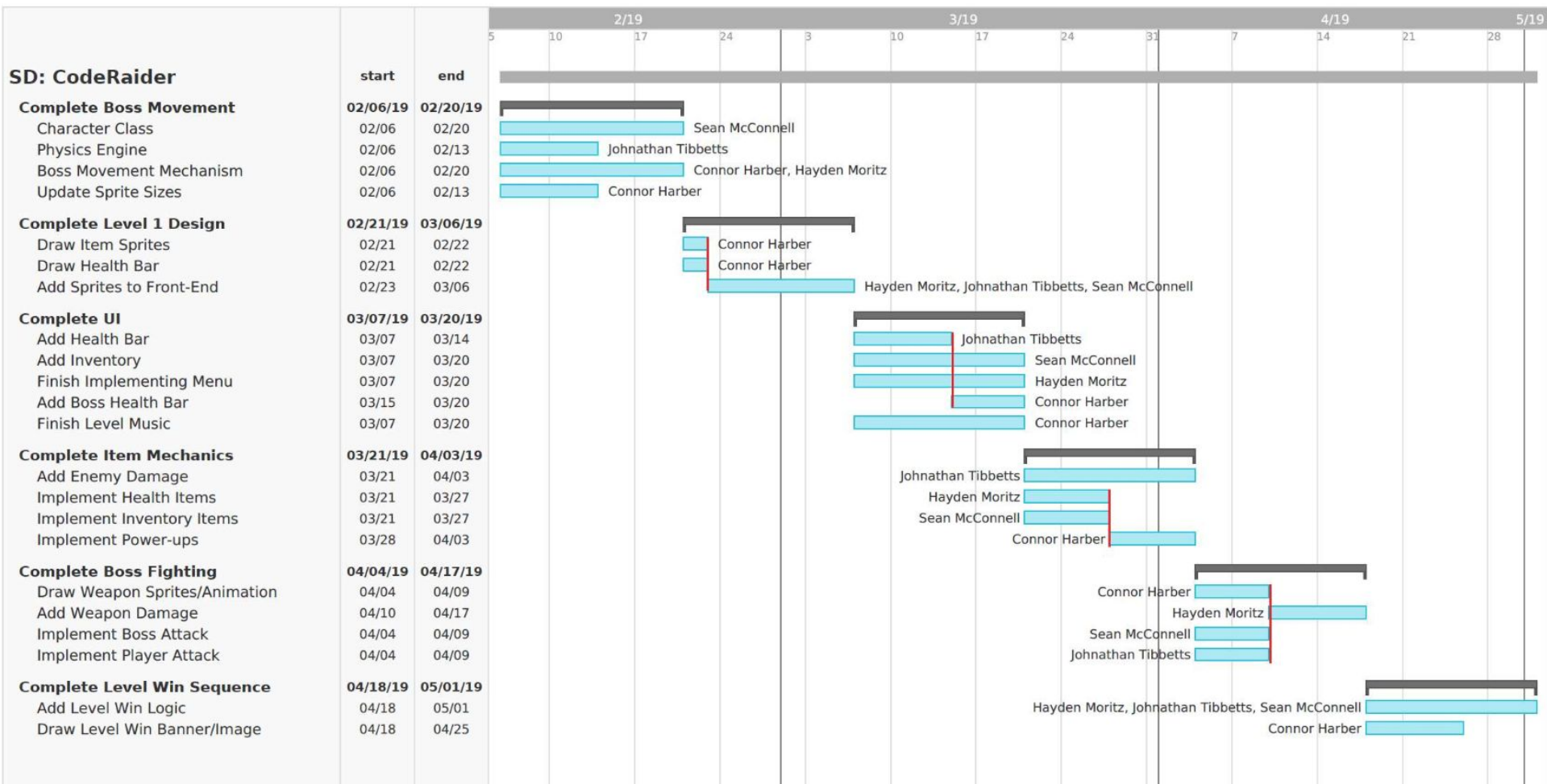


CodeRaider Status Update

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Overview (Gantt Chart)



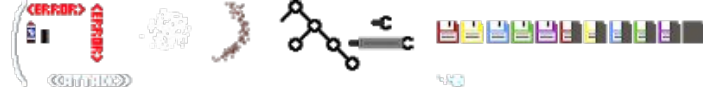
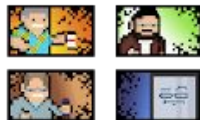


Current Features

- Basic level design
- Player movement
- Physics engine
- Rough boss movement mechanics
- Sprite design



Sprite Sheet



CONTROLS

W





Future Features

- Battle mechanics (health, enemies, attack animations)
- User HUD (health bar, ammo, level progression, etc.)
- Game music (8-bit “In Heaven There Is No Beer”)
- Complete level design (no more unfinished areas)
- Item mechanics (power-ups, health restoration)
- Score?



Questions?