

2D Game Engine

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Current features

Image import

By pressing the Import button users can choose a picture from any directory and add It to the scene

It is also possible to remove the image afterwards

Image resizing/moving

Users can resize the image by adjusting the slider on the side panel

By clicking on the image users can move it across the scene

Encountered issues

Object's position

Sometimes when moving an object the cursor appears not at the centre of the image

Tasks

Fix object's position

Add more image manipulation options

Features such as rotation, changing colour schemes, etc.

Allow creating more than one object

Currently it is only possible to create a single object.

Allowing creating more is one of the main goals of the next sprint.





Thank you