Design Modifications UPDATE 2:

I was able to create another bullet type, the boomerang which used vectors to go forward and then backwards. I was also able to create a final boss fight that employs a form of AI where the boss keeps track of the player’s information. It would then triangulate a path for the bullet to go down and it would fire, creating a challenge. My biggest update would be that of a overworld. My Overworld prevents people from playing the boss first and must progress in the order of Wispy Woods, Dusty Dunes and then the boss fight. The sprite animation going in all 8 cardinal directions looks very nice on the over world. This is my final project deliverable and I am content with the learning, critically thinking, and problem solving skills I honed along the way.

Design Modifications UPDATE1:

I wasn’t able to figure out AI for my enemies yet, however I was able to make different kinds of bullets for the player to use. I already started developing a boss fight. Somethings I need to include are my splash screens and tutorial screens on how to play the game. For now, I will probably scrap Multiplayer from my features as well as customization. I want to make a fun game and these are not needed in order to achieve that.

TP0 Srikar

Idea:

* Cuphead - side scroller shooter game

Features:

* Basic gameplay, sidescroller, background
* Players, enemies
* Customization (change player skin, change bullets and gun type)
* Features:
  + Multiplayer
  + AI
  + Player profiles (Save files)
  + Boss battle
  + Overworld

Plan:

Tech Demo:

* PYGAME
  + Download demos
  + Mess around with pygame
  + Do the assignment

TP1:

* Character sprite imported with all the walking frames and should be able to move around world
* Look into AI
* Basic bullets that can be fired
* Ducking, jumping
* Super meter????

TP2:

* Finish TP1 stuff
* Boss battles??
* enemies/ deaths
* Levels
* Save Files
* AI(simple)

TP3:

* AI make better
* Overworld
* Bullet Types
* Super Moves