

## **Milestone**

### **1. TA PROJECT APPROVAL**

Yes, TA did.

### **2. TA FEEDBACK**

Find online resources that can help graphic package for our project.

### **3. FIXING PROJECT IDEA**

N/A

### **4. CHECK-IN:**

We made object-oriented code for our game such as <IronManClass>, <ObjectClass>. Also, we created methods of what Iron Man does(move, turn) and falling objects.

1) Interaction between sprites

- Use pygame library to show different events depending on the type of object.

2) Generate objects(i.e. attacks, items)

- Use random library to generate attacks that Iron Man have to avoid and items that help Iron Man randomly with 2:1 probability.
- Create a new block of objects at the top at regular intervals.

### **5. FUTURE WORK**

There is still work to display Iron Man's lives(heart). We have to make a scroll to see how close Iron Man is to Thanos. Also, we will create a game screen about the beginning and the end of the game. We will make items that help Iron Man fall from the sky. (Iron Man's life increases if the Iron Man obtains 10 the Arc reactors.)

### **6. FEATURES:**

We already implement feature2 through the <Class> named IronManClass. Also, We almost implement feature 1 and 3. So we think three features are feasible. Here are three features that we write in the proposal.

feature 1: Iron Man moves according to the direction keys. We will create instance variables to manage Iron Man's stamina. If Iron Man runs out of stamina of Iron Man reaches the Thanos, the game is over.

feature 2 : When Iron Man changes the direction through the direction key, the attack(meteoroid) speed varies depending on the relative velocity by using mathematics.

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feature 3: Thanos attacks randomly(throw meteorites). Also, We will make items that help Iron Man fall from the sky through random.