CPSC 4160 - Game Inc

To do list:

1. Fix side scrolling in order to prevent sprite from walking offscreen and allow exploration of the whole map. (We ran into an issue here. Should be a pretty simple fix when we get the chance to meet with Professor)
2. Fix animation speed
3. Extend player sprite sheet
4. Fix movement
5. Merge branches into main

Milestone 2:

* Task 1: Player Controller
  + Sullivan: 50 Pts
    - Implemented game window with scrolling parallax background 10 Pts.
    - Created player entity 10 Pts
    - Implemented controller input for left to right movement 10 Pts.
    - Updated player pos based on inputs 10 Pts.
    - Updated screen scrolling based on player character movement 10 Pts.
* Task 2: Level Progression
  + Connor: 100 points
    - Added flags to determine the current location of the player in reference to a prompt flag, so that the right prompt is shown depending on if the user is located at the right scrolling limit at the right level. 10 pts
    - Designed interior level visual background. 25 pts
    - Added new wooden floor for lighthouse. - 10 points
    - Added prompt that allows player to enter the lighthouse. 15 Points
    - Added prompt logic so that if the user is prompted to enter the new level and clicks ‘y’, the new level loads, if,’n’ the player stays in the original level. 10 points
    - Added new scrolling limits for the new level. 10 Points
    - Updated background image folder file structure to be more reusable for later milestones 10 Points
    - Updated main.py code structure to be reusable for more levels that will be added later. 10 Points
* Task 3: Aesthetics
  + Sullivan: 50 Pts
    - Created player character sprite sheet 25 pts
    - Designed exterior level visual background 25 pts
  + Jack: 50 pts
    - Created seagull entity 15 pts
    - Implemented seagull sprite sheet 15 pts
    - Implemented seagull logic and movement 10 pts
    - Implemented player sprite sheet 10 pts
    - Implemented player jump mechanic and then broke it 0 pts
    - Implemented ground level mechanic