Game Dev 1 Project 2 Design Document

Members: Emily Rauseo, Amanda Howanice, Sol Toder, Stephen Wood, Jordan Cubbin, Kyle Ring

Contributions

Emily

* Title screen (sans people)
* Water background texture
* Obstacle and collectible sprites
* Paddle sprite
* Bubble transition image
* Background buildings
* Ending screen

Amanda

* Title Screen People and Buttons (sans bottle/cup icons)
* ‘Paddle’ Dudebro Sprite/Paddling Animation
* ‘Swag’ Dudebro Sprite, Fist pumping animation, high fiving animation, floating icon
* ‘Yolo’ Dudebro Sprite, Head banging animation, high fiving animation, floating icon
* ‘Green’ Dudebro Sprite, head nodding animation, floating icon
* ‘Pink’ Dudebro Sprite, head nodding animation, floating icon
* ‘Stripes’ Dudebro Sprite, arm raising animation, floating icon

Sol

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Stephen

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Jordan

* Item pickups, rock collisions
* Spawn overlap checks
* Enemy code (not implemented in final game)
* Asset implementation (end game screen)
* General code tweaks/assistance

Kyle

* Location and implementation of sound effects and music
* State transitions between game, failure/success end screens, and menu state
* Collaborated on Fine-tuning object spawning and overlap checks for pickups and obstacles
* Handling collisions, spawning, and mercy invincibility/health for enemy (Enemy ultimately scrapped due to time constraints on late addition)