Week 6 Progress Report

# Art Assets

This week I standardized the environment art assets to make them all 50 pixels wide and 50 pixels high. This makes it easier to incorporate a large number of these tiles dynamically. I have also made the decision that the background images will not scroll with the player movement but remain constant. This decision was made in the sack of time and the sizes of the background images themselves. Also, all bitmaps have been edited so that transparency is designated by the color with RGB values (255, 0, 255).

The character and enemy bitmaps must now be cropped down so that each figure fits into a 50-by-50 tile exactly. This will remove a lot of headache later in getting the animations to work properly.

# Audio Assets

I have located two .WAV file assets that will be used when a player hits an enemy and when the enemy hits the player, respectively. What remains to be discovered are walking sounds as well background music.

# Level Design

Levels 1 and 2 have been designed in Mappy. Level 1 consists of a single level of blocks that are perfectly flat. This will serve as my testing level. Since all of these maps are going to be generated dynamically in the game from simple arrays of integers, this map can be changed later to facilitate more interesting play. Level 2 has been designed this way. It is designed to force the player to jump from block to block, as well as make decisions about the path to take through the level.

# Programming

The game currently displays the level 1 background with the player suspended half-way down the screen (gravity has not been implemented yet). This was done to troubleshoot his animations and basic control functions. The next step along these lines is to implement the map generation algorithms and gravity so that the player is forced to interact with the level design.