Week 7 Progress Report

# Engine Development

This week I have fully implemented the gravity functionality. This means that the player will fall with a speed that seems reasonable in relation to the player’s movement speed. This also means that the jump functionality will be easier to implement. Also, I have created a new class that implements on screen text display through the use of an ASCII bitmap file.

# Level Design

The game now has assets and functionality for displaying the three different level backgrounds based currently on player provided input, which will facilitate the change to level environment triggers.

This week was a slow week due to the presence of the Thanksgiving holiday. I do, however, have detailed plans for the following two weeks. I have the pieces in place so that I can get the levels working with enemies by merely plugging several lines of code into well defined areas. This way, making additions or changes can be done simply and easily.