Week 8 Progress Report

# Overall Progress

Asylum now resembles a playable game. The player now has full control of the character and can explore three different levels. The game environment also has some key features that remain to be implemented. There are no pickups currently present in the game. Also, until a win/loss condition is implemented, the player may explore forever and progress to levels that have no assets.

What follows is a short list of the remaining features to be incorporated. Once these have been added the game will reflect what was originally foreseen in the concept development at the beginning of the project.

* Player
  + Attack (Add forward movement to attack command)
  + Lives (implement death/damage from enemies)
  + Hit/invulnerable
* Pickups
  + Draw function
  + Incorporation into level maps (scheme for int representation)
* Game shell
  + Start screen
  + Game Over screen
  + Winning Screen