

E7: Project Progress

Accomplished for this step:

- Changed the player image, although there are no animations yet, it looks better, and player "turning" looks neat, instead of the yellow dot.
- With help from Pippin, he helped me get down the firing working in accordance to the cursor using angle stuff (atan and PI).
- Deciding to use Piskel to make my pixel sprites, haven't been a sale for Aseprite .
- Basically, made the barebones of my project, I'm going to have to update more as I progress and increase in complexity, I think from now it's actually start coding the bigger stuff, and making some assets.
- Although the spawn system is done, it is a bit cheesed in, it fulfills as progress for a "passable" spawn system.
- Put "overflow: hidden" in style.css, so that the player won't have to bother with the scroll bar.

To do still:

- Make the player's arm(s), with weapon of choice and rotate according to mouse.
- Learn how to use "array.splice" soon, and inheritance for different types of enemies, while giving them sprites too.
- UI (a main menu and "How to Play" in `title` state(?), HUD in `gameplay` state), make it look cool, and nice to look at (maybe buttons and states (?).
- Player limitations (health, weapon ammo/charge, dash).
- I could maybe use "frameCount" for others, perhaps for weapon, enemy attacks, and spawns (edit the basic spawn system in place).
- Add something to keep enemies separated, and not overlapping each other.

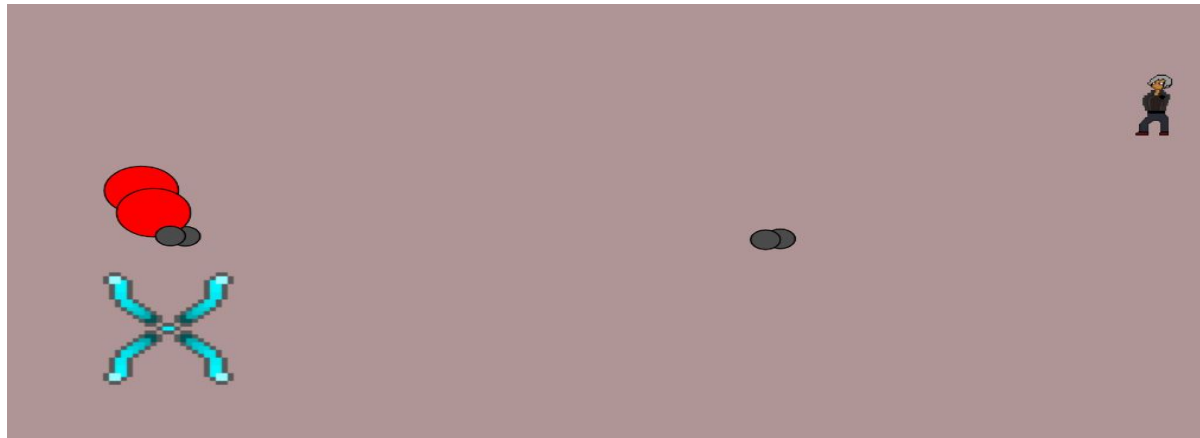
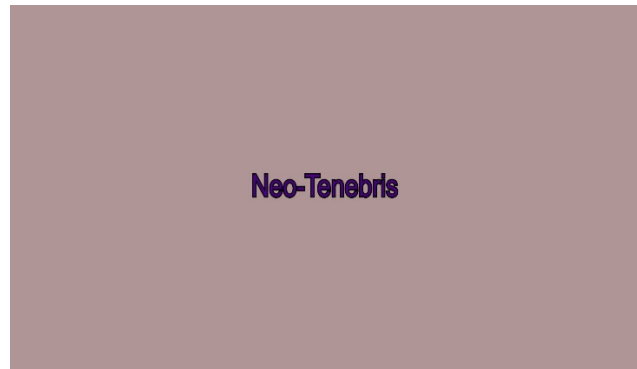
Would be satisfied with:

- Everything the player needs, and the game functioning properly and having a fun little game.
- Some artistic vision fulfilled.

Push to:

- As close to my vision as possible.
- Make the game feel "sick" to play.
- Make classmates (and friends) happy with their experience (have a Discord for myself (GameDevCord), and friends in touch with), one of the streamers I follow has a Discord with a "self-promotion" chat, maybe I could use that for feedback too.

As for screenshots:



- Example of playerImg, a title for my game (~ “Revived Darkness”, I like latin words), rapid-firing and aiming.