March 12, 2018

PANIC! AT THE COMPUTER INC.

Colorado School of Mines

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Professor Mark Baldwin

1600 Arapahoe St.

Golden, CO 80401

Dear Professor Baldwin:

For this deliverable, basic game play has been introduced. The first iteration of the levels have been created and are navigable by the player. Player controls have been added to be able to jump on platforms and sprint. There are still some bugs occurring with the player’s movement, but we plan to have it working by our next deliverable. More sprites have been created for the character animations, cutscenes, and background. Enemy movement has been implemented as well.

Some of what is being turned in had to be changed. The new expectations for each deliverable can be found in our updated project plan (included in this deliverable).

We met as a group one time during these past two weeks. We discussed what we have gotten done, issues we have been having, and what to include in this delivery letter. This meeting helped us to organize what all of us still need to get done and what will be turned in this week.

To get a look at the levels, when the program is built, the levels can be easily switched through the arrow keys. You can go to the next level with the right and the previous level with the left. The controls for the cat are as stated in the project plan.

Best regards,

PANIC! AT THE COMPUTER INC.

Tracy Karol

Anna Nienhaus

Kolton Ponte

Joel Walker