Term Project Deliverable #2

1. Previous Files and Updates

1) Add 4 enemies: pikey, Shotzo, Waddle Dee, WaddleDoo, and each enemy has its own movements

2) Add spark shield for Kirby. Press "Space" button to activate.

3) Add invincible state for Kirby. Every time Kirby is damaged, it will enter the invincible state, in which Kirby will flash for several seconds.

4) Add fist mode for the hand cursor. Press the mouse's right button, the hand will change into a fist and hit the ground.

5) Add "Pause", "Continue" and "Restart"

6) Add double jump for Kirby

7) Add a menu and game background

2. Working Demo

Run the "testKirby.py" file to start the demo.

Press "Up" and "Down" to control the menu. Press "Enter" to select.

The "Instruction" is not available yet.

Press "Z" to jump. Press again to double jump.

Press "Space" button will create a spark shield for Kirby.

Press the mouse's left button to grab the enemy and drag away. Press the mouse's right button to activate the fist mode. The fist will automatically hit to the ground and cause damage to your enemies.

You have 10 lives. Colliding with enemies or the bullets of the shotzo will decrease 1 life.

Press "P" to pause, press "C" to continue and press "R" to restart.

3. Timesheet

Since last submission, I have spent about 12 hours on my term project, basically 10 hours' in coding and 2 hours' in processing the graphics with Photoshop.