TP Adventures
End-Of-Term Status

Esteban Lopez, Cesar Nuno, Robert Pierucci, Miguel Trigueros
Our goal for this semester was to have a good base

- Have a basic enemy structure created
- Have basic player functions created
- Have textures made for the level
- Plan out our levels
Summary cont.

- New Features since last progress report
  - Implemented controller support
  - Enemies now die on collision
  - Refined checkpoint system
Controls

- Built in input manager
- Give names to all possible inputs for easy referencing
Remapping

Jump

Name | Jump
--- | ---
Descriptive Name | 
Descriptive Negative | 
Negative Button | 
Positive Button | space
Alt Negative Button | 
Alt Positive Button | 
Gravity | 1000
Dead | 0.001
Sensitivity | 1000
Snap | 
Invert | 
Type | Key or Mouse Button

Jump

Name | Jump
--- | ---
Descriptive Name | 
Descriptive Negative | 
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Type | Key or Mouse Button
Controllers

- Reference the key presses same as controller buttons
- Axes on controller have values from -1 to 1

```csharp
if (Input.GetButtonDown("Jump") && grounded && rolling == false) {
    // space key
    // A button on Xbox controller
    // Square button on Dualshock 4
    rb2d.AddForce(Vector2.up * jumpPower);
}
```
Login

- Simple Login Menu
- Password is hidden with asterisks (conventional feature)
Register

- Need to register before you can login
- Pretty much the same as login
- Just need an email and confirm password
Gameplay
Gameplay (cont)

- A single Level
- Contains multiple checkpoints
- Death and Respawn animations
- Enemy Movement
- Enemy vs Player collision
- Goal (in progress)
Conclusion

● **Expected progress**
  ○ Have free moving player
  ○ Enemies that target the player and enemies that do not.
  ○ Have a working Parallax background.

● **Actual progress**
  ○ We have the above excluding enemies that target the player.
  ○ I feel we have gone well beyond our goals for this date.