

# TP Adventures End-Of-Term Status

Esteban Lopez, Cesar Nuno, Robert Pierucci,  
Miguel Trigueros



# Summary

- 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

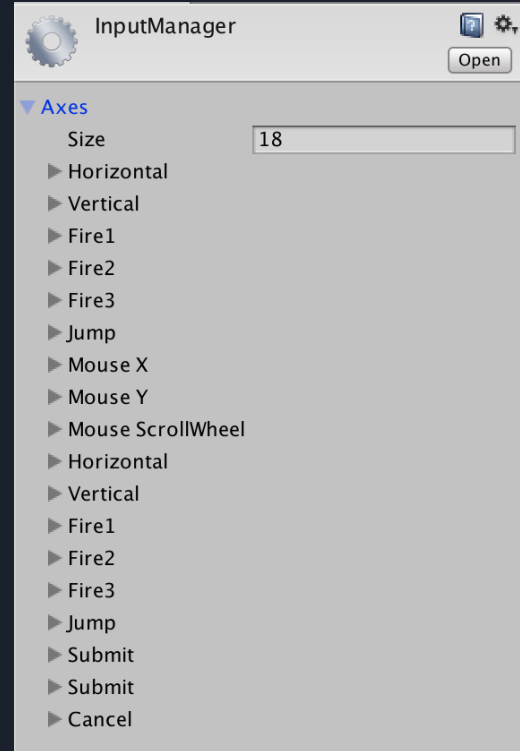


# Summary cont.

- 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	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button ▾

▼ 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	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button ▾



# Controllers

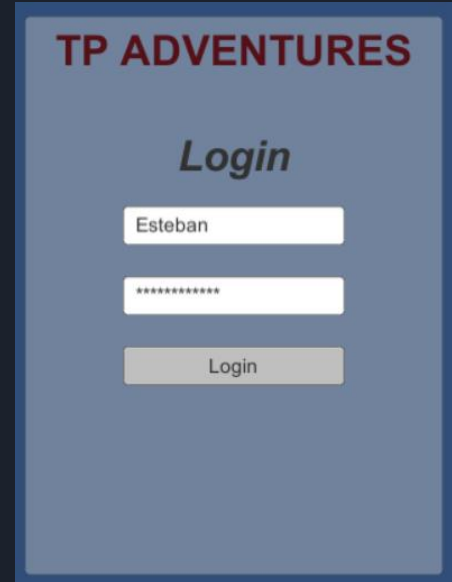
- Reference the key presses same as controller buttons
- Axes on controller have values from -1 to 1

```
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)



TP ADVENTURES

*Login*

Esteban

\*\*\*\*\*

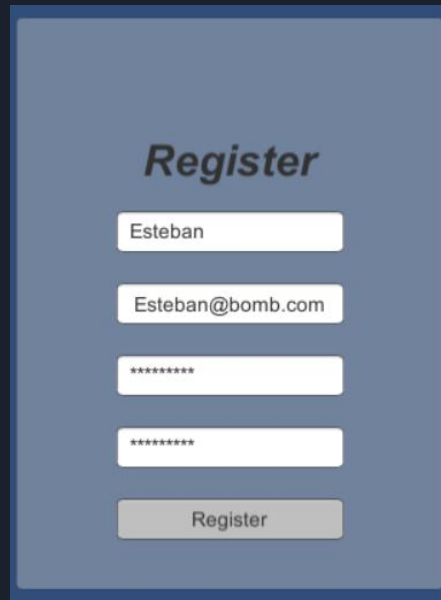
Login

A mockup of a login form for 'TP ADVENTURES'. The form is light blue with a darker blue border. It features the title 'TP ADVENTURES' in dark red, the word 'Login' in a dark blue italicized font, a text input field containing 'Esteban', a password input field with masked characters '\*\*\*\*\*', and a grey 'Login' button.



# Register

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



A mockup of a registration form on a light blue background. The form is titled "Register" in a bold, italicized font. It contains four input fields: a text field with "Esteban", an email field with "Esteban@bomb.com", and two password fields, both containing "\*\*\*\*\*". Below the input fields is a "Register" button.

***Register***

Esteban

Esteban@bomb.com

\*\*\*\*\*

\*\*\*\*\*

Register



# 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.