

Space Game

CAP 4053

Group Members

- Shravan Yandra
- William Gross
- Patrick Maier

Development Roles

Old Roles

- Shravan Yandra - Enemy Implementation, UI
- William Gross - Player Controls, Sound Design
- Patrick Maier - Level Design, Graphics

New Roles

- Shravan Yandra - Level Design, Graphics
- William Gross - Player Controls, Player Animations, UI
- Patrick Maier - Enemy AI, Graphics

First Playable

- Player movement and firing implemented
 - At least one upgraded weapon type implemented
- One Standard enemy and at least one 'special' enemy implemented
- One demo enemy room
- One demo puzzle room with movement in between

Progress Made

- Enter Game Screen
- Player movement and firing implemented
 - Swap between different weapons
 - Drop and equip new weapons
- One Standard enemy
 - Patrol Enemy
- One demo enemy room
- One demo puzzle room with movement in between
 - Persistence of Player health and weapons between rooms
 - Puzzle layout done but not functional

Demo Time

Challenges

- General
 - Project organization and version control
 - Standardizing processes
 - Utilizing best practices while learning how to develop games
- In-Game
 - Creating enemies that appear to act rationally
 - Finding art to fit the theme
 - Designing compelling levels

Commitments

- Decision on name made
- Music and sound effects added
- Tank enemy, Agile enemy and Boss enemy implemented
- More intelligent enemy behavior
- UI elements such as health bar, oxygen bar, ammo counter, pause screen and setting screen implemented
- Two more rooms
 - Including space zone
- More assets and animations