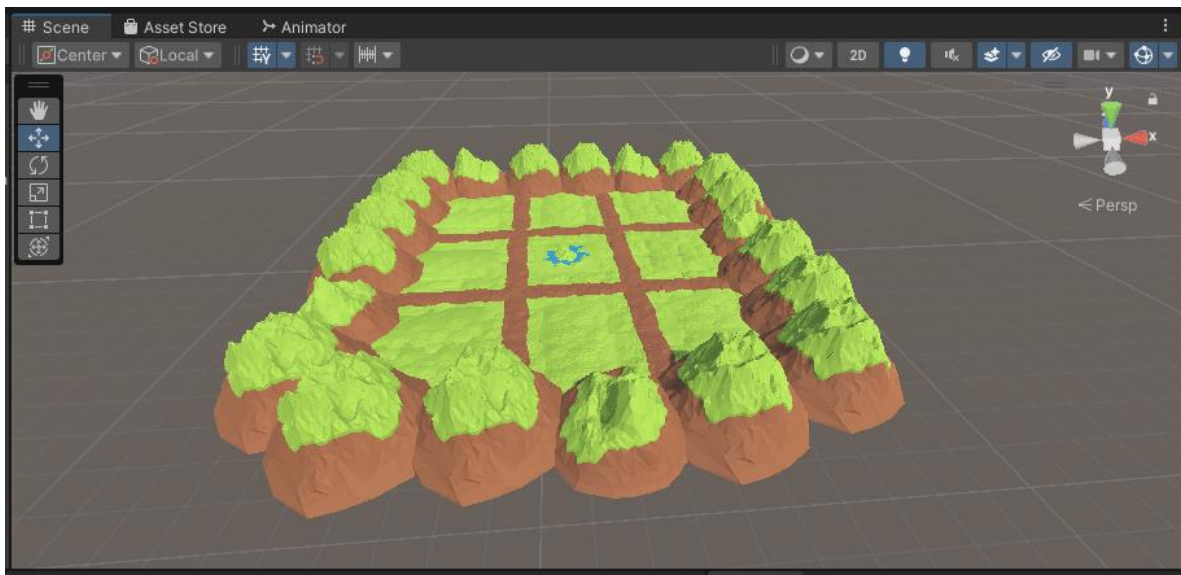


Deliverable 02

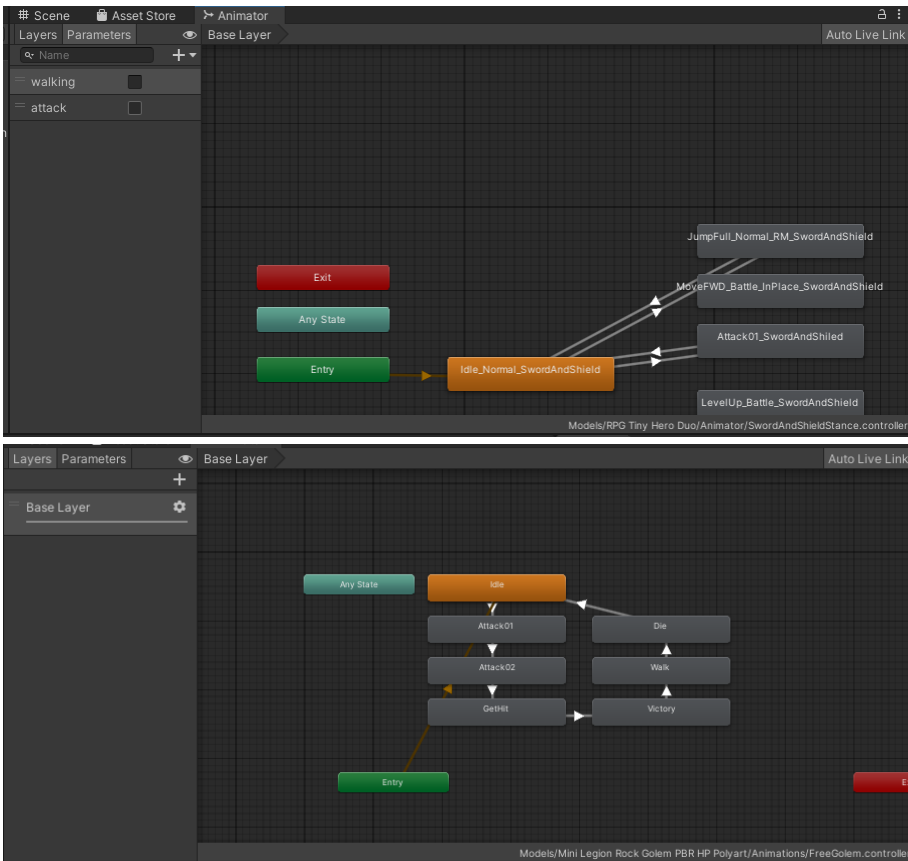
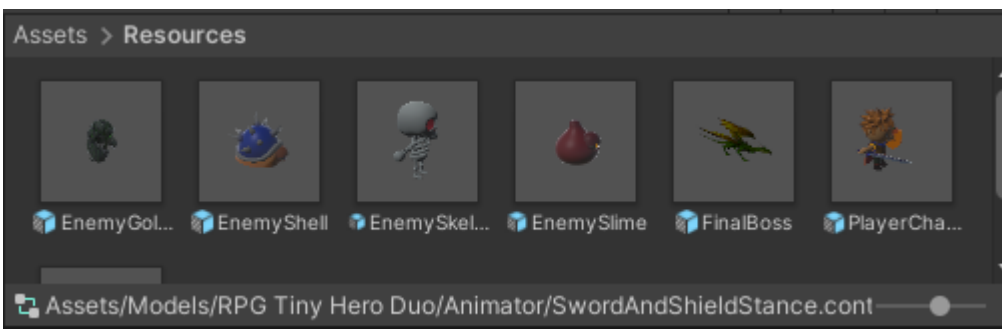
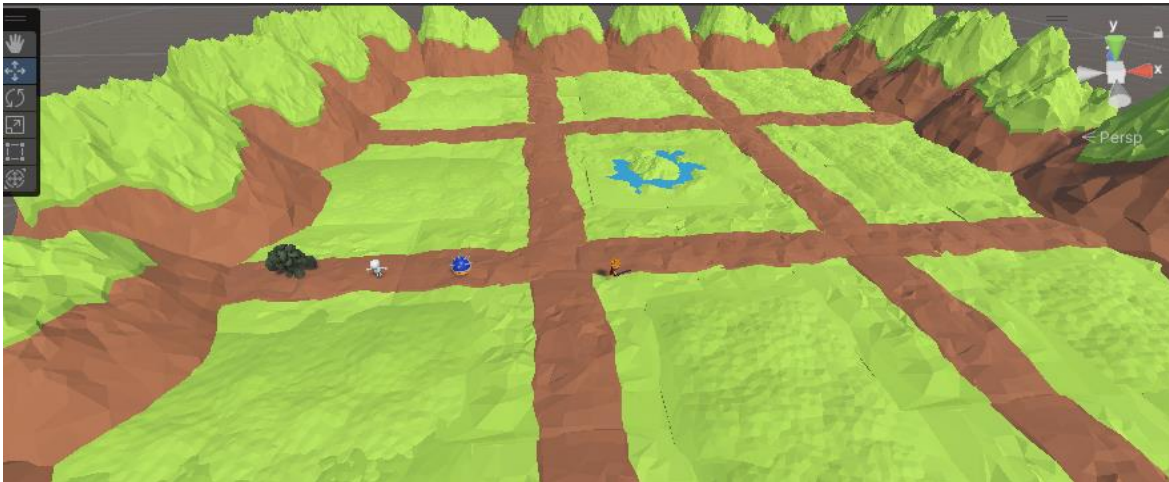
1. Work in Progress.

All the assets require for the game is already in the project. The base layout of the map is finished. Original the intention was to create 3 maps, but for the time only one map is going to be used.



-Few things are missing in the map. Put more props in the map and create more spawns of enemies.

Enemies, final boss and characters all have their animations finished. The movement for the enemies and the player is already finished too. The enemies move according to the music and the player has free movement for now but it'll have bonus experience when make action according to music (base programming finished).



-The only thing missing here is the combat, but the models already have the collisions working.

2. Tools Finalized.

The version of software remains the same:

- Unity: 2022.3.30f1
- Database: Microsoft Server SQL 16.0.4115.5
- Visual Studio Enterprise 2022

No other software is going to be used to this project.

3. Plan.

The plan for the next week is going to be the next one:

- Week 1:

Finished the combat and the HUD necessary.

- Week 2:

Finished the map and the menus.

- Week 3:

Create the database and linked to the project.

- Week 4:

Finished the save game progress and the load game.

- Week 5:

Finished the login with check of credentials and 3 slots for saving.

- Week 6:

Test and debug the project.