

Final Project Alpha Report

Built: The game has player movement, random generation and stairs to the next level. It also has the placeholder class for abilities. The main menu scene and script are both built, but not integrated yet.

Clinton Bell: Contributed everything

I am mostly on schedule, though I did want to have a lot of the GUI done by the alpha, but I encountered a strange bug on submission day that won't let me add any new scripts to any node without the game crashing on startup, so I just have the scene for the main menu and the script written, but not included or loaded in the main scene.

I posted about that bug with a stack trace to piazza, so hopefully someone can help, but if not, I will have to try posting to the Godot forums for help because I have absolutely no idea what could be causing the issue. It happens with any new script I make (even if it has nothing in it except what it needs to compile), and on any node.

You can try it by adding testing.gdns (or main_menu.gdns) to any of the nodes without a script already, or even one with a script by just removing the existing one and watch it crash on startup. If it does not, or even if it does and you know why, please let me know.