Requirement:

Plan: (For the Discovery milestone submission, 3-5 sentences explaining how your team plans to work together, distribute work, and split up milestones. If you are using a specific version control method, please mention that as well.)

(In subsequent milestone submissions, please add bullet point updates on each team member’s contributions and 1-2 sentences reflecting on your experience working as a team so far, including whether or not there were any changes to your initial plans.)

First Milestone Discovery:

Plan: Out four teammates will handle Spawn Character Design, Common Enemy Design, Final Boss Design and Level Design respectively. We will have discussion first about the details we need to accomplish, then work on the individual copy of the Project and upload to github repo when finished. Finally one teammate needs to merge all updates into one project, one needs make further improvement, the other two should test and fix the bugs.

The work will be divided into weeks. The deadline of each member’s individual work is Thursday 11:59, deadline of combining all individual work is Friday 11:59, deadline of making further improvement is Saturday 11:59, deadline of testing and fixing the bugs is Sunday 11:59.

For Week 10/21-10/27:

Every teammate contributes a fair share for the work load.

* Wang Boyao: Implement pawn attack animation and one attack skill animation and their transformation using plugin PaperZD.
* Wen Jiaheng: Implement basic NPC random talking, including saying random sentences when NPC is beside pawn, and saying goodbye when pawn leave NPC.
* Huang Junsheng: Implement the talking system with NPC, including different talking options, and different subsequent talk options based on previous options pawn choosed.
* Fang Junzhou: Implement the interaction UI with NPC, including a prompt dot showing on NPC when pawn reaches them and a prompt sentence to teach how to interact when pawn near NPC.

For Weeks 10/28-11/9:

Every teammate contributes a fair share for the work load.

* Wang Boyao: Implement pawn attack sound effects, pawn basic money and experience system.
* Wen Jiaheng: Implement background music and pawn UI system, including their design, switch to show on the screen.
* Huang Junsheng: Construct the demo level and refine the dialogue system with NPC, including buying items from NPC and getting information from NPC.
* Fang Junzhou: Implement simple enemy Sword Samurai design, including its animation and AI controller.

For Weeks 11/9-12/6:

Every teammate contributes a fair share for the work load.

* Wang Boyao: Implement pawn’s skill system, including the input to use the skill, updating real time skill CD on UI and basic feature of skill. Implement the healing system of pawn, including using determination to heal itself.
* Wen Jiaheng: Implement pawn’s rebounding and defensing system, including the sound effect when pawn rebound the enemy’s attack and protect pawn from damage.
* Huang Junsheng: Construct the final demo level. Updating the enemy AI, so that it can support enemy to remote attack or hover around the pawn to make sure only one enemy is attacking paen.
* Fang Junzhou: Implement more enemy types and the final boss. Implement more NPC and relevant events for that specific NPC. Implement basic camera movement, including pawn looking up.