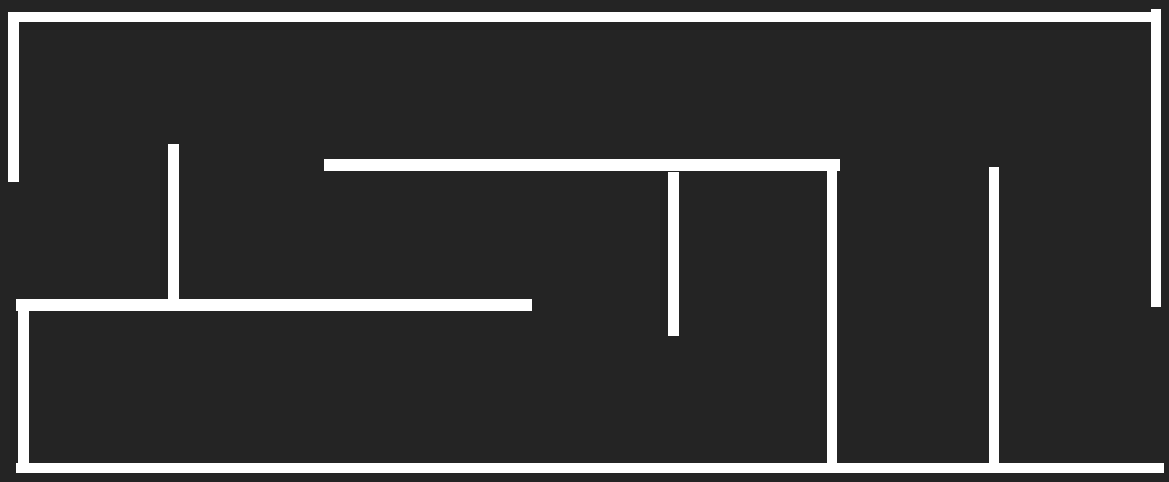

MAZE

ANCIENTS GODS LABYRINTH

WHAT

Progress Report

WHERE

3D Game Programming

NCTU 2016

WHO

Zhang Zhexian - 0545080
zhangzhexian@outlook.com

Fanuel Wahjudi - 0556162
fanuelwahjudi.edu@gmail.com

Setiawan Wibowo P. - 0556165
setiawantong.cs05g@nctu.edu.tw

What we have done

Menu

Menu is the first screen you will encounter when playing the game. ‘Play’ button will start the game. ‘Options’ button will show the configuration window which allows you to change some parameters regarding the game play. While ‘Exit’ button will close the application.

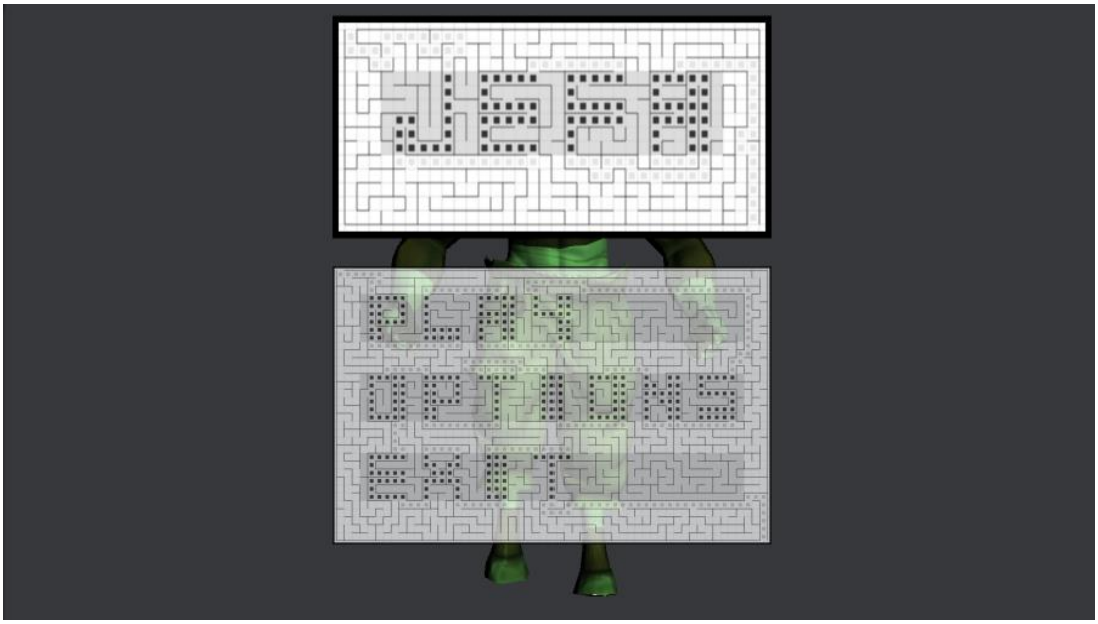

Figure 1. Screenshot of main menu

Game scene

This part shows you about current progress of the gameplay, including the teleport point, the preview of the gem, the player and monster character, and the generated maze which will be shown as a cube maze.

Currently, the player are already be able to move. The player is not yet configured to be able to take the gems and do a teleportation. But those objects are already in the map and ready to implement the action.

Here are the screenshots of the game:

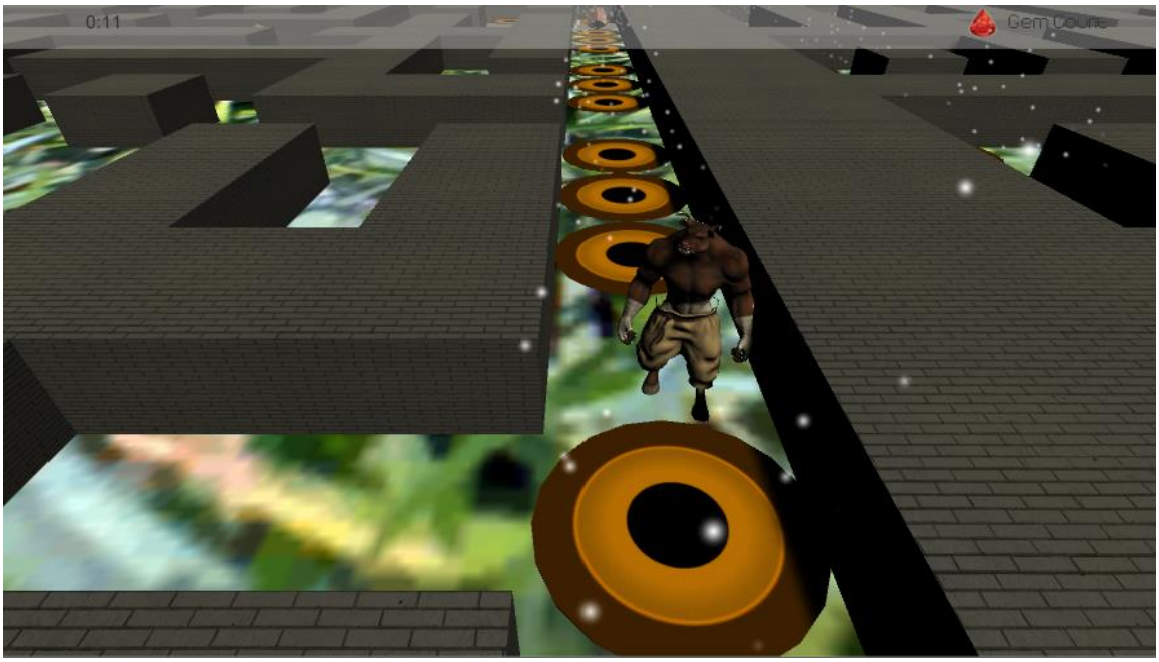

Figure 2. Screenshot of a player near a teleportation point


Figure 3. Screenshot of a player near a gem

Figure 4. Screenshot of a player (right) with a monster (left)

The AI of the monsters is already be able to walk around the map. But it cannot chase the player yet. Also, currently there is only one monster on the game, and it is used for developing. But when the AI is stable, there will be enough monster to make the game more interesting.

The HUD is still under development. There will be the remaining time of the player to reach the finish line. On the HUD, there are also the player's health and the gem count.

Map scene

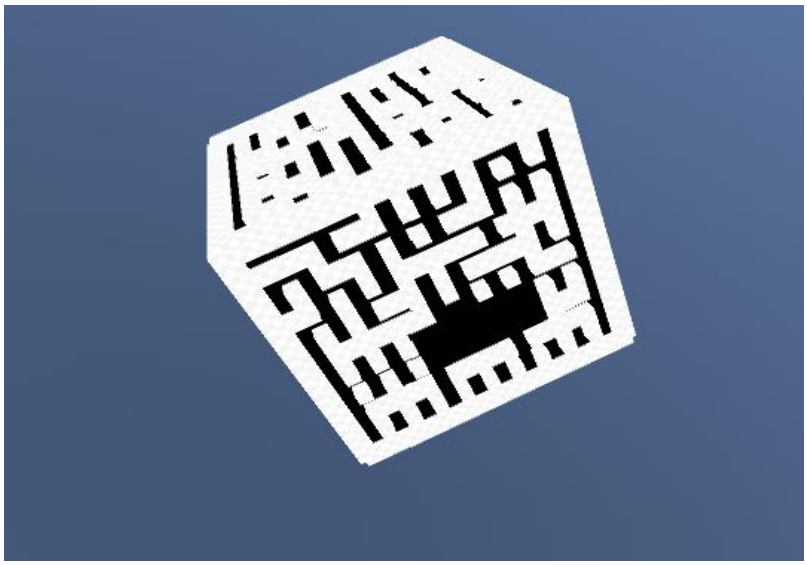

Figure 5. Screenshot of the minimap

The picture above is the screenshot of the minimap. It will shows up if the player pressed the 'M' key when playing the game. It gives the player visualization about the cube maze, the

position of the current player, and the finish point. But, the gem will not be visible since it will make the game uninteresting because the player will always look at the minimap.

Task List

Here is a copy of the completed and yet-to-be complete tasks over the past few weeks:

To Do			*21/38 completed*
~~x~~	~~12/11~~	~~Setiawan~~	~~Create maze generator algorithm~~
~~x~~	~~15/11~~	~~Setiawan~~	~~Implement collision detection between Jefa and maze wall~~
~~x~~	~~15/11~~	~~Setiawan~~	~~Start and end point, and teleport point~~
~~x~~	~~15/11~~	~~Jesse~~	~~Implement "M" press to view cube~~
~~x~~	~~15/11~~	~~Fanuel~~	~~Animate the character~~
~~x~~	~~22/11~~	~~Setiawan~~	~~Replace ground to maze, implement map to game~~
~~x~~	~~22/11~~	~~Jesse~~	~~Make the cube each face a collection of rectangles~~
~~x~~	~~22/11~~	~~Fanuel~~	~~Choose the avatar for monster and add it to the maze~~
~~x~~	~~29/11~~	~~Jesse~~	~~Implement cube map rotation~~
~~x~~	~~29/11~~	~~Setiawan~~	~~Modify the maze generator~~
~~x~~	~~29/11~~	~~Fanuel~~	~~Design game start menu screen~~
~~x~~	~~1/12~~	~~Setiawan~~	~~Check if maze cube face orientation is correct~~
~~x~~	~~6/12~~	~~Fanuel~~	~~Refine start menu UI and implement it~~
~~x~~	~~6/12~~	~~Jesse~~	~~In map view, implement space bar press to reset cube orientation to show the side player is on~~
~~x~~	~~10/12~~	~~Jesse~~	~~Add finish point in cube map~~
~~x~~	~~13/12~~	~~Jesse~~	~~Implement UI in game scene showing number of gems and time past~~
~~x~~	~~13/12~~	~~Fanuel~~	~~Modify menu UI to make it more visible~~
~~v~~	~~13/12~~	~~Setiawan~~	~~(Copy code to current version) revised cube map showing correct orientation, more zoomed in view, and "Space" key reset to starting orientation~~
~~v~~	~~13/12~~	~~Setiawan~~	~~Create a ball on finish point (change to Fanuel's angel later) (Add some particle system too)~~
~~v~~	~~13/12~~	~~Setiawan~~	~~Scatter 3 gems in each side of cube~~
~~x~~	~~13/12~~	~~Jesse~~	~~Add texture and UI for map scene~~
x	15/12	Setiawan	Create global variable
x	16/12	Setiawan	Create a particle system ground to indicaate that the ground is a teleport point

	20/12	Fanuel	Fix character moving. DO serious TEST and ERROR. Dont just implement without testing it.
	20/12	Fanuel	Position character to the starting point of the maze when the game starts
	20/12	Jesse	Implement cube map showing player position and finish point
	20/12	Setiawan	Implement teleportation point to move from one side of maze to another
	20/12	Fanuel	Choose models for gem fragments
	27/12	Jesse	fading animation for teleportation
	27/12	Fanuel	AI for monster
	3/1	Fanuel	Implement AI function -- player lose half of the gems (should be integer number, and if gem = 1, lose 1 gem)
	3/1	Setiawan	Create SFX, record sound effect
	9/1		Finish the report

What we will do next

Here is the list of items we will be doing in the remaining weeks of the term:

Programming

- "Tutorial" option in menu
- Tutorial scene showing brief game story, basic function of keys, monsters, gems, goal of game
- Option scene showing turn music on or off, information of the developers (us)
- Level selection scene show unlocked levels
- Add "Select level" option in menu
- Change "play" in menu to "Start new", and move it below "Select level"
- Implement more game levels
- Background music and sound effect

Testing

Test different scenarios, such as:

- Play with / without sound
- Play with / without tutorial
- Start new game or load game levels
- Collide with monsters
- Go to finish point without gem collected
- Go to finish point with gems partially collected
- Go to finish point with all gems collected
- Play with / without checking the cube map

- Accuracy of cube map
- Proceed to next game level
- Wining scene and losing scene

Documentation

- In-line documenting the code
- README file for the game
- Final report
- Final demonstration and presentation rehearsal
- Q&A preparation