

Milestone 3

Features Completed:

- Working demo of game environment
- Working demo of main menu/title screen
- Working demo of the website main page
- Working demo of the website leaderboard
- Database created but not linked

What Worked:

- Godot as an engine worked very well to build modifiable levels
- Splitting up tasks for demo was efficient

Issues during development:

- Files for title screen got corrupted; had to redo
- Making appropriate collision bounds for players/enemies
- Writing to a database from login/registration page
- At the moment our database is only on a VM

Issues during demo:

- No unexpected issues

TA Suggestions:

- Switch from PHP to NodeJS

Individual Contributions:

- Sam F: Title screen + integration with game demo
- Sam B: Player movement and interaction with enemies / game environment
- Dan: Demo level layout and camera movement
- Dom: Website: Scoreboard page and about us page
- Mac: Website: Registration page and home page, created database
- Matt: Player movement and interaction with enemies / game environment + textures for player and enemies

Meeting Minutes:

- Switch from PHP to NodeJS
- Karthik liked our style of game