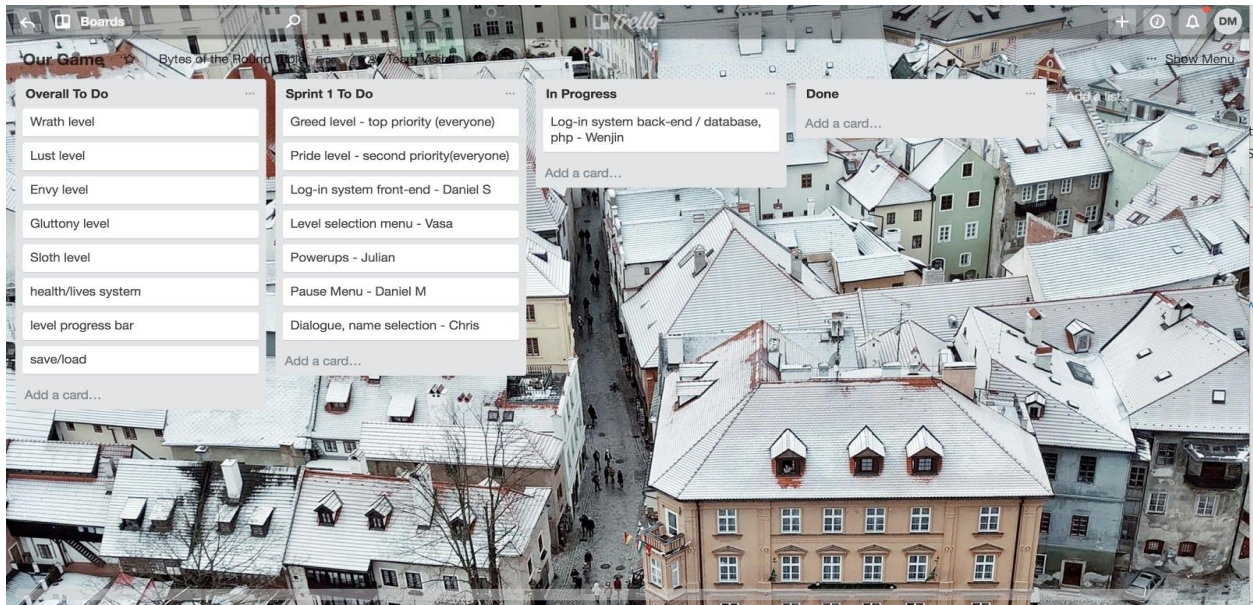


Trello Board (project management software)

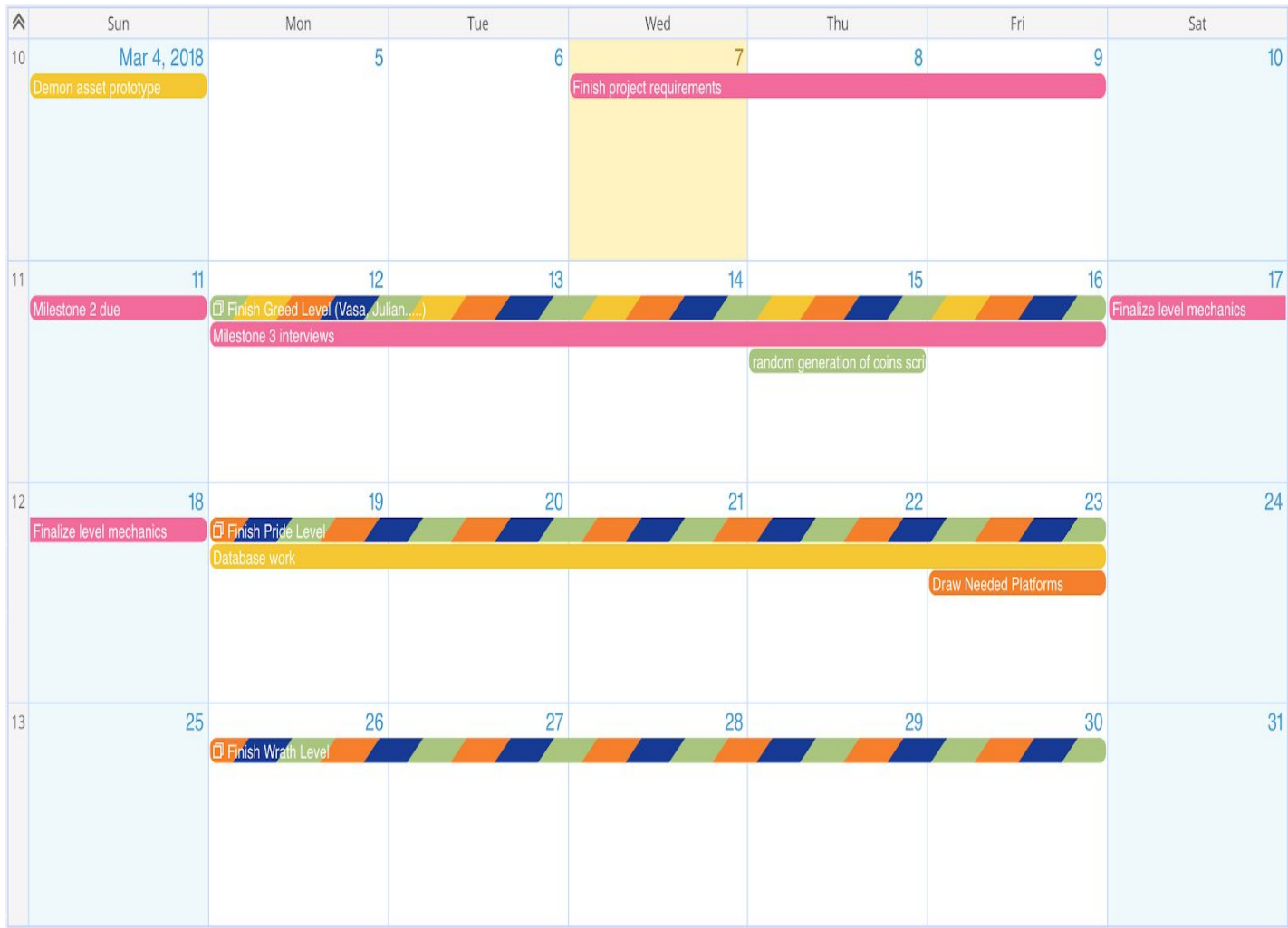


Project Requirements

- Pixel art 2D platformer built for PC and Mac
 - Enemies
 - Guns
 - Collect ammo types throughout level, but can only retain a certain number between levels
 - Switch ammo types
 - Original simply fires straight
 - One ammo type fires bullets that travel in a wave-shape (up and down)
 - One fires a boomerang-type bullet, that returns back to you after being shot
 - One fires multiple bullets out in a cone-like shape (like a shotgun)
 - Powerups & health
 - Increase speed, firepower, extra health, invincibility
 - When you die/lose all your health you restart the whole level
 - Powerups used immediately when you touch them
 - Puzzles
 - Side tasks
 - Unique collectibles after puzzle sequencing
 - Obstacles/precision
 - Moving blocks (dynamic environment)
 - Precision jumps (damaging floors/safe floors)
 - Destructible objects
 - Movable objects (construct your way out)
 - Puzzles + enemy interaction
- Story-based
 - Strongest demon in hell has second thoughts, now you have to fight your way out of hell
 - Escape from each of the seven rings of hell
- Level-based, mechanics designed around the seven deadly sins
 - Lust
 - Some entity chases player character. If entity catches the player, the player will take damage and eventually lose and have to start over.
 - Seductive dialogue. Obviously.
 - Gluttony
 - Player gets bigger and bigger as they collect (eat) more, and if your jump height scales accordingly, more of the level becomes accessible to the player, until they can finish it.
 - We can scale the character using Unity's transform function
 - Greed (work on this first)
 - Collect 100% of hard-to-get objects
 - Coin collection counter
 - Interaction with puzzle environments
 - Sloth
 - Everything is in slow motion, physics are altered so walk slower, jump lower
 - Could be achieved by simple adjustment to internal framerate
 - Not moving will punish you, so use timer to inflict damage after n seconds
 - Wrath
 - Very strong enemies
 - Combination of previous enemy mechanics, e.g. following from Lust level
 - Character moves faster
 - Simple platforming and shooting, but with much tougher enemies.
 - Envy
 - Racing level
 - Asset for ships
 - Auto-scrolling combined with movement
 - Fall of the back edge of the screen you lose
 - Boost power ups
 - Basic guns
 - Enemy racers respawn after short delay when killed
 - Ghost timers - show a transparent demon running the course?

- Pride
 - Defeating all of the angels (opening level, weak enemies with basic mechanics)
 - Last angel says words that changes the main character's perspective in life
- Level-selection screen (think Mario)
 - Have to unlock levels by beating them.
- Timer on levels to encourage speedrunning
 - Database keeps personal best time
- Collectible System
 - A basic power-up store in every level allows the user to spend collected coins to slightly permanently upgrade their character.
 - Simple upgrades, such as slightly more damage, slightly more speed, slightly more overall health.
 - Also some basic cosmetic upgrades, such as changing skin color.
- Log-in system
 - Register w/ email & password. In addition, select a name for the main character, which can be the same between different users. Name for main character will be inserted into story dialogue.
- Controls
 - Keyboard based, wasd keys to move character around with the arrow keys pointing and shooting the gun, space to jump, mouse or keyboard to select things in menus, number buttons to select through ammo types, esc to pause menu.
- Save files
 - Whenever user logs in with their username and password, they are given a new profile and their game's save status is associated with that account.

Timeline



Agile Questions

Meeting 03/07/2018 4:00pm

Attendees:

- Julian Lambert
- Vasa Lyapunov
- Daniel Morrison
- Chris Samso
- Wenjin Zhang
- Daniel Schmidt

Three questions:

1. What have you completed since the last meeting.
2. What will you complete before the next meeting.
3. Describe any obstacles or roadblocks you face.

Julian Lambert

- Decided a few more game mechanics, in particular envy. Envy will be a racing level whether your opponent has a distinct advantage (head start). I also got Unity booted up
- Keep working my way around Unity, work on my allocated jobs based on calendar
- Only ever worked in Unity 3D, Unity 2D is still to be learned

Vasa

- I have begun to build a platformer prototype to improve my skills with Unity and C#
- I will complete the Unity tutorials so I understand everything I will need to begin to design parts of the games
- I have many other classes that occupy my time, and Unity is tough to learn, but I will have ample time to figure out what I need

Daniel Morrison

- I have a working demo where the character can move, jump around, die & respawn, with camera movement and music.
- I will work on movement particles/shooting and look into enemy confrontations
- Still learning C# and learning Unity's built in functions, some hitbox issues I need to work out.

Wenjin Zhang

- I contacted my studio teammate to make the design of demon.
- I will start with coding the database.
- How to organize the code.

Christopher Samso

- I came up with the main idea, concept, and plot for the game.

- I will continue working and understanding unity.
- Still learning how to fully work around unity.

Daniel Schmidt

- I have done a few unity tutorials, and helped decide on the game mechanics.
- I will continue familiarizing myself with unity, i may work on a small demo of my own, just to practice unity mechanics.
- The biggest obstacles I expect to face are learning unity, or course, and also learning to write compatible code with a team and get our pieces to work together.

Agile Retrospective:

Parts of the process were frustrating, because we all ran into issues that we didn't anticipate, making our sprint objectives harder than presupposed. For example, the tutorial we collectively decided to follow to learn Unity is made for older versions of Unity, and so a few things had to be changed.

Next time, we think we should have a little bit more structure to our sprint, and contemplate a little more about the challenges and obstacles we may have to face.

Overall though, the sprint provided more structure to our line of work and therefore the sprint stretch time limit allowed us to be more productive.