MVP Report – Poly Boom

To be up front, the MVP was extremely rushed due to a busy schedule for myself in other aspects of my life. Even though its meant to be the bare minimum, I’m still not pleased with how it turned out, mainly in the fact that I was getting trouble from the nav mesh pathfinding system built into Unity. As such, I wasn’t able to get the enemy in the level with the player to move. I was only successful in completing the preliminary gun system, basic fps controller, and basic enemy script giving it health and allowing it to take damage, that is the extent of the functional progress made. All other work is aesthetic. The level plane was built using a modular street and sidewalk set along with some low poly vegetation for the small park. The only building in the level is placeholder as the models I intend to use have yet to be completed to the specifications I desire, that being breakable. This milestone has been a bit of a hit to my morale in the grand scheme of this project. AI is an important component of my game and if I can’t get it working on a basic level I can only imagine how much of a struggle it will be to refine it. Getting AI working has become my priority as of now because I can’t begin testing till I have functional obstacles.