Goals for Week of October 24th:

Our first goal is to change the ability selection screen so that it displays abilities that are unique to the class that was selected. We also want to have a spot on the ability selection screen that will display what abilities the player has already learned. Our second goal is adding sound effects to different aspects of the game. We want certain sound effects to play when a player or enemy attacks or when an enemy is defeated in battle. We also plan on changing the buttons in the ability menu so that it looks much nicer. We plan on accomplishing this by drawing images for each ability to use as the button background so that it looks more unique and feels less plain. Our last goal is to start drawing the backgrounds for the other two levels that will be implemented in the game. The backgrounds do not have to be implemented into the game yet, but we want them to be drawn up.

What we accomplished the past week:

We now have multiple abilities that the player can choose from in combat. Enemy animations are now used in battle. The game now supports fighting multiple monsters at once. We reduced the size of the buttons used in combat so that they don’t take up as much space on the screen. We have some designs in progress for other monsters uploaded to the repository. We also created some animations for the Repear monster in the animation test scene. We also planned the themes for the three levels in the game (forest, graveyard, cave) and the numbers of monsters for each level (four monsters and one boss) and the animations used for each monster (entrance, idle, and death).