

Vanier College
Faculty of Science and Technology System Development
Game Programming 2
420-541-VA

FUMG Report

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Bug report

Bug Description: At the City Map, the Hellbringer Enemy A.I. does not shoot the player.

Reproduction steps

- Start the main level.
- Stand in front of the Enemy.

Expected Behavior: Enemy should shoot player upon detection.

Actual Behavior: Enemy occasionally shoots at the player but mostly patrols around the objective.

Platform: PC

Screenshot or Video:



Bug Description: At the City Map, The HellBringer Enemy A.I. goes through walls/buildings while trying to go to its patrol routes.

Reproduction steps

- Start the main level.
- Watch the enemy make way to ObjectiveSpawnpoint2 or ObjectiveSpawnpoint3.

Expected Behavior: Enemy should walk at the side of the obstacles without clipping through.

Actual Behavior: Enemy clips through the obstacles like they are a hallucination.

Platform: PC

Screenshot or Video:



Bug Description: When the game starts, an ally firefighter with A.I. Movement should path towards the objective.

Reproduction steps

- Not Applicable

Expected Behavior: Ally should walk towards the objective and patrol around it.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: When the game starts, an ally firefighter with A.I. shooting script should shoot projectile towards the enemy.

Reproduction steps

- Not Applicable

Expected Behavior: Ally should shoot enemy upon detection.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: When the game starts, an ally firefighter should have animation for walking and running.

Reproduction steps

- Not Applicable

Expected Behavior: Ally should have a walk animation and running which alternate depending on the ally speed.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: When the game starts, player weapons should have sound effects.

Reproduction steps

- Not Applicable

Expected Behavior: Player weapons should make a shooting sound or water sound when they are shot.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the player kit, throwables should have a model.

Reproduction steps

- Not Applicable

Expected Behavior: Throwables should have a model that makes them usable in game.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the player kit, throwables should have a particle system.

Reproduction steps

- Not Applicable

Expected Behavior: Throwables should have an effect when they are used.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the player kit, throwables should have a sound system.

Reproduction steps

- Not Applicable

Expected Behavior: Throwables should make a sound when they are thrown and/or collided with.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the player kit, traps should have a model.

Reproduction steps

- Not Applicable

Expected Behavior: Traps should have a model so that they can be seen and used in the game.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the player kit, traps should have a particle system.

Reproduction steps

- Not Applicable

Expected Behavior: Traps should have an effect when they are used and/or triggered.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the player kit, traps should have a sound system.

Reproduction steps

- Not Applicable

Expected Behavior: Throwables should have a sound effect when they are placed and/or activated.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the game, the player should be able to revive.

Reproduction steps

- Not Applicable

Expected Behavior: Player should be revived at a specified spawn point without resetting the scene.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the game, the player should be able to gain Exp when they win or lose.

Reproduction steps

- Not Applicable

Expected Behavior: Player should be able to gain Exp to level up and use more guns.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Bug Description: In the game, the player should be able interact with certain props/objects.

Reproduction steps

- Not Applicable

Expected Behavior: Player should be able to interact with props/objects in the game which might trigger small events or easter eggs.

Actual Behavior: Not Implemented.

Platform: PC

Screenshot or Video:

Not Applicable

Task Breakdown

Task	Member(s)
Main Menu	
- UI	Dinal, Justin
- Button Scripts	Justin
Tutorial Level	Dinal
Main Level	Dinal
End Scene	Dinal
Player	
- HUD	
▪ Points	Jonathan
▪ Health	Dinal
- Player and Camera Movement	Jonathan
- Shooting	Dinal, Justin
- Model and Animation	Jonathan
Enemy	
- AI Movement	Justin
- AI Shooting	Dinal
Weapons	
- Firefigther	
▪ Models	Justin
▪ Particles	Dinal, Justin
▪ Projectile Logic	Dinal, Justin
- Hellbringer	
▪ Projectile Logic	Dinal
GamePlay	
- Objectives	
▪ Models	Justin
▪ Capture Logic	Dinal
▪ Points Logic	Justin
- Win/Loss	Justin
- Replayability	Dinal

GitHub Link: https://github.com/D3153/GameProg2_FinalProject.git