Ryan Sobczak

This game is a top down survival game. The player sets up barricades during that daytime. At night the monsters attack, the player has to live until the morning. During the day the player has a certain amount of resources to spend to put up obstacles. There are at least two types of obstacles that the player can put up, a breakable and unbreakable one. During the nighttime the player will have a very limited amount of resources to put up or repair some of the barricades.

The control scheme for this game will be simple, the mouse or the controller joystick will be used to move the player and the aiming reticle. While certain buttons will be used to create the barricades the player wants to use to disrupt the AI entities.

This game’s center was created so the programmer could work with dynamic pathfinding. The programmer is fascinated with AI and he thought that this would be a good topic to center a portfolio piece around.

This game will be made using Unreal Engine 4. It will be made using this engine because the programmer has never used it before and he wants to try the game engine. The game will be made for computer but if there is enough time this semester. This game will be ported to Xbox 360. Using Unreal Engine 4 this should be easy, since the code base will basically be the same for the computer and console versions of the game.

Jan 30 - Feb 6

* Finish the design of the game, picking the final theme(0.5 hours)
* Learning how to communicate from blueprint to blueprint, so the code is decoupled(1 hours)
* Spawning multiple different types of objects, breakable and unbreakable(1 hours)
* Learning to raycast in Unreal, for enemy movement to see if a breakable object is in his way (0.5 hour)
* Having the enemy break the breakable objects(0.5 hours)

Feb 6 - Feb 13

* Finding art assets, buildings, animations(3 hours)
* Creating level layout(2 hours)

Feb 13 - Feb 20

* Puting in animations(2 hours)
* Minimap (1 hour)
* Spawning enemies at pseudorandom locations(1.5 hours)
* Resource cost (1.5 hours)

Feb 20 - Feb 27

* Day night cycle(1.5 hours)
* Learn UI in Unreal(2 hours)
* Win state, finish a single game loop(1.5 hours)

Feb 27 - Mar 6

* UI elements for the main game loop(2 hours)
* Learning to make AI smarter (2 hours)

Mar 6 - Mar 13

* Start to implement new AI (2 hours)
* Learn Particles in Unreal (2 hours)

Mar 13 - Mar 20

* Implement Particle Effects (spawning locations, home base, enemies)(3 hours)

Mar 20 - Mar 27

* Learn to convert joystick input as mouse input(2 hours)
* Convert the controls so that the player can use a controller or mouse(1 hour)

Mar 27 - Apr 3

* Port to console, xbox 360 is the target console(2.5 hours)

Apr 3 - Apr 10

* Implement a main menu(3 hours)

Apr 10 - Apr 17

* Implement a splash screen(1 hour)
* Balancing gameplay(2.5 hours)

Apr 17 - Apr 24

* Polish / Any unfinished elements

Apr 24 - May 1

* Polish / Any unfinished elements