

ENSE 477

Scrum Report-Out 25/2/2020

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Super Capstone Bros
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Project Deats

- For the ENSE 400/477 terms we are hoping to build a platform fighting game that utilizes the best ideas from the genre and adds new idea to expand it farther.
- For this project we are ultimately trying to learn and expand our knowledge of game design. By the end we hope to have the knowledge to be able to maybe continue with this project or be able to delve into other projects involving game design.

Progress Made

- Chose move animations for the characters
- Added character select screen
- Started implementing spawning
 - Some bug to work out:
 - Re-entering a level second player camera glitches
 - We need to find a way to save the game state when opening a level, right now the players character choice does not work
- Finished the functional requirements document
- Finished the abstract

<https://storiesonboard.com/>

Video of our Game



Group reflection

- Do you feel you are on track?
 - Progress is being made, hopefully with another week we will have spawning sorted out
- Do you feel there are barriers to your success (if any)?
 - Finding solutions to bugs
- Do you need any help going forward?
 - Maybe with finding solutions to bugs