

# ENSE 477

## Scrum Report-Out 3/3/2020

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Super Capstone Bros  
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# Project Deats

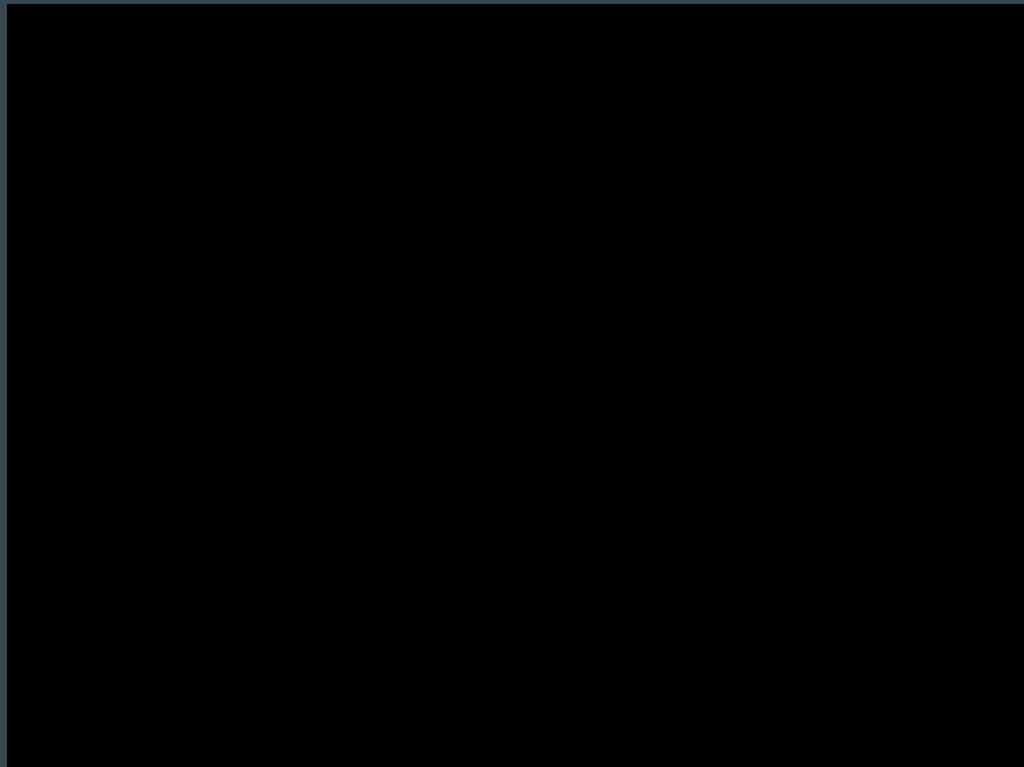
- For the ENSE 400/477 terms we are hoping to build a platform fighting game that utilizes the best ideas from the genre and adds new idea to expand it farther.
- For this project we are ultimately trying to learn and expand our knowledge of game design. By the end we hope to have the knowledge to be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

# Progress Made

- Finished character spawns
  - When opening the level
  - When hitting the level bounds
    - Ceiling, floor, left and right sides
- Blast zones for the stages
  - Coliseum stage
  - Tri-plat stage
- Character controls are independent to players
  - Player 1 controls left side of the keyboard
  - Player 2 controls right side of the keyboard
- Started a synopsis for a story
- Started filling out the poster

<https://storiesonboard.com/>

# Video of our Game



# What we are working on in the coming week

- Ingame overlay
  - Contains stock icons
  - Character percentages for damage
- Hit boxes for character limbs
  - Hands and feet
- Poster up to date with all relevant data we have so far
- Basic story and background info for our two characters

# Group reflection

- Do you feel you are on track?
  - We are still on schedule, tasks are being completed with respect to what we have outlined within our USM
- Do you feel there are barriers to your success (if any)?
  - Finding solutions to bugs
  - Difficulties with shared camera
- Do you need any help going forward?
  - What relevant info to put in the poster