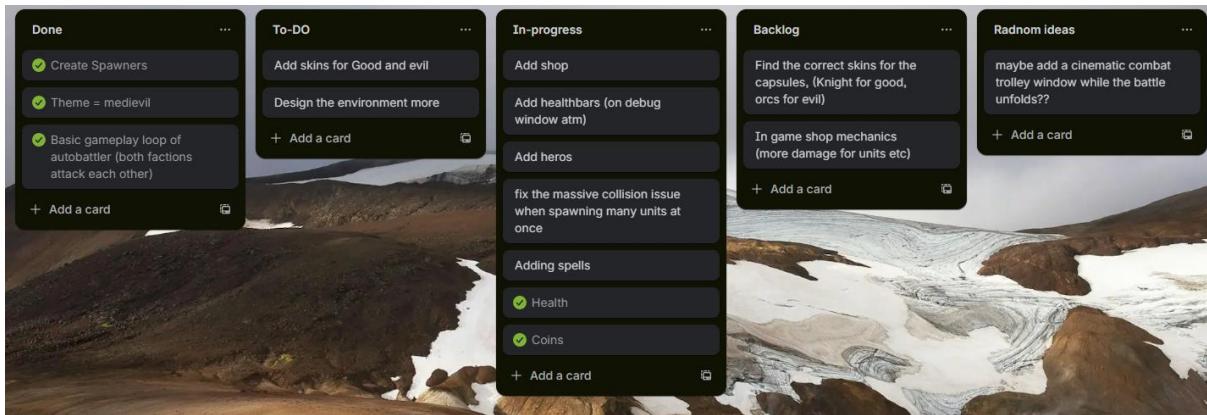


Sprint 2 – 2nd iteration

Eryk Czerniak (20105873)

Sprint 2 was focused on narrowing down the game concept basically making the game into a working very early access build of the game. In sprint 1 I added the basics of the game the area and auto battler system, in this sprint I have included the health bar and the coin mechanic. The coin mechanic will be further worked upon in the final sprint as that's show you upgrade units and but additional ones, the health bars are used for both enemies and allies sort of a damage check to see how much damage units are dealing.

Although no implemented in the 2nd sprint hero units and ability systems will have to be scraped I cannot get the systems to work and spending anymore time on these mechanics seems like a waste. Maybe going back to patch the game up after the final iteration and keep adding onto the game seeing how far I can develop this game.



The skins for the players are a difficulty. Browsing asset store in unity proved to be a challenge because most of the assets are paid and the free one only contain a single asset for a certain hero and using a different designed asset would ruin the immersion and everything would stand out and it would not look good. Instead im going to recolour the capsules green or yellow for allies and red for enemies I can have different units be a different colour to for visual clarity from each other.

The backlog is where all the system and stuff that I couldn't implement will be added into the final iteration the shop system being the biggest factor alongside the wave system of endless enemies. That will be the premise of the game upgrading units and fighting endless monster.

The notion is a good system to back it helps you keep track of the ideas and stuff you are willing to implement into the game and time management over the course of the project. Putting down ideas and changing them as they go along with the project it is a very good tool to use during a big project and its implementation for narrowing down ideas is great.

The disadvantage would be the tunnel vision once ive started creating the game I haven't put any new ideas on the board as they would overwhelm me with how big of the scope I wanted to make this game. Scaping the heroes and models is a chunky portion of the game but its limitations of my knowledge led me to abandon those ideas and to move on and not dwell on a single thing.