Mar. 8th, 2016

Professor Mark Baldwin

Colorado School of Mines

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Professor Baldwin,

Since our last delivery there has been significant progress and change. We have finalized the first level gameplay. If you look at our previous project plan, we had set the goal to create the first level for the game.

We have successfully created a first level of the game as well as the deeper infrastructure of how players and enemies work - all types of player inherit from a Player object which defines controls and behaviors across all players.

In the previous submission we only had one player that could shoot and walk. As of now, we have all three players shooting and walking. In the previous submission, walking was not animated however, it is now. Attacks are also now animated. Also, in the previous submission, we did not have a “boss fight” for the level whereas we do now. The boss and player have health bars and it takes multiple collisions to destroy the player and bosses.

Most of the work we have left on the game is related to enemy behavior and bosses for the ends of each level. Currently, enemies shoot once the player is in their range, but there is no logic on enemy movement. We will leave this as is for the first level as it is already hard enough. The second level will implement movement from side to side and the third will implement jumping for the enemies. We have also completed a detailed background for level 2.

We need to make backgrounds and platforms for the third level, sounds for all actions, potentially game music, and the good NPC’s which represent real-life rock stars and guide the player to the end.

So far there have been no changes in scheduling or planning and we still plan to get everything done by the dates we have set. We have included the updated project plan and GDD with content for future submissions. In the GDD you will see the things we have completed in blue which shows where we are with regards to the timeline we have set for ourselves. The GDD also shows what needs to be done and it shows recent changes that have been made.

Regards,

Team Echo

Chase West, Espen Roth, Troy Woolbert