April. 12th, 2016

Professor Mark Baldwin

Colorado School of Mines

1500 Illinois St, Golden, CO 80401

Professor Baldwin,

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

We have successfully created a second level of the game as well an upgrade to how enemies work - Starting at level 2 all enemies move toward the player once they are on the screen. This has some very simple AI logic.

In the previous submission, the attacks of the player were only animated for the guitar player, now they are animated for all Player objects. The walking animation for players is now better as well.

Most of the work we have left on the game is related to enemy behavior and boss for the ends of Level 3. The third level will implement jumping for the enemies.

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