Midterm Prototype Demonstration

> Some description
>
> Tags: 2D Rougelike Game CIS 454
>
> Author: Zekai Lin
>
> Resently Update: Oct.4 23 16:18

Requirement

> **Upload Assignment: Midterm Prototype Demonstration**
>
> Date: October 17 & 19
>
> 1. Time: Each team is required to present/demo their prototype for about 15 min. (-1 if < 13 min.; -2 if < 9 min.)
>
> 2. Each team member is expected to **present/demo** the part(s) he/she is responsible for.
>
> 3. The live demo is the most critical part of this presentation. (no demo: -3; light-weight demo: -1.5) Powerpoint slides are not strictly required this time. However, if you decide not to create slides, you should take plenty of screenshots of your system and submit them as part of the term project deliverables (due October 20). You could also submit a video of your live demo, in lieu of the Powerpoint slides.
>
> 4. You should also mention any design patterns and design principles you have applied to your term project. (1 point each)
>
> 5. You should also mention which requirements (from your original SRS) have been or will be implemented, which will not. (1 point)
>
> 6. You should submit your slides (at least 10 slides, not including the title page and non-substantive slides) or video by October 20 (Friday). Each team only needs to submit one copy. Usually it's the team lead's job to submit it. Late submission penalty: 1/day.
>
> 7. Equal contribution is assumed. If not, please add a slide to describe each member's contribution, preferably with percenatges, as you did for your weekly reports.

1. Time: 15min
2. 组员负责划分
3. demo 展示
4. design pattern 和 design principal
5. 需求完成情况和更新计划
6. 提交演讲材料 slide due October 20 (Friday)
7. 默认组员同等贡献

todo

项目调整

终版调整

*改中文

改贴图
素材重找
人物贴图
武器贴图
地图重绘

按钮以及相关界面选择性变更

√ 打包

*相关界面按钮隐藏

√ 项目分享组员

√ ppt 大纲列举

√ 任务划分

PowerPoint 制作

ppt 大纲 以及任务分配 (暂定)

demo 演示 4 min Zhenyang Li && Shizhan Ma

- trail

  - player

  - guns

  - background

  - propet

介绍项目 4 min Wentao Chen && Zekai Lin

- rouglike

  - 类似游戏

    - 吸血鬼幸存者

    - 通神榜

  - 基本玩法

SRS `5 min Zekai Lin` && `Wentao Chen`

- definition `2 min`

- requirement

    - map
    - player
    - gun

design pattern `5 min Shizhan Ma` && `Zhenyang Li`

- pattern decorator `3 min`

    - unity framework
    - guns
    - enemy

- princepal reuse `2 min`

    - unity framework
    - prefabs
        - asset store