Tenth Meeting Questions

State of Project: BeatManager class is implemented and creates an easy way to work in the plugin values.

Scoring system was implemented so that hitting a boss or picking up item drops provides a multiplier bonus and upon getting hit, multiplier is reset to 1.

Started using the “batching” code that is already in the program to fire ½ and ¼ beats with ease which should easily be edited to work with the plugin values.

Then balanced the game to work around a BPM of 120 and having that be the baseline difficulty where the players can choose faster or slower songs.

Still need to do prep for segments. want to get a set order for bosses just to make sure I understand the boss spawning code.

Should I have a set order for bosses/spells? Allows every run with the same code to be consistent to try beat high scores. Or have it truly random so everything gets experienced. Still provides some high score since segments will be similar lengths.

Pretty sure that im gonna double score, change the background colour and spawn the small enemies with the boss during then chorus. Not the most exciting thing but it should still have a good impact for the time taken.

Progress Check on Tuesday:

Segments

Merging of Projects – Beats – Reading in the values and firing at the right times (maybe ½ beats too)

Segments – Changing boss fight lengths to each segment(might need to edit

Chorus – Visual feedback and small enemy Spawning.

Polish such as UI, visual feedback and audio tweaks.

Dissertation? Or is it just about the actual project?