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Game Design, Interim Report

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Methodology Changes

So far, the project has been going smoothly, and I have not veered off track too much. Let's look back at what has changed since the rough draft, and initial proposal. Initially in the rough draft I had a lot of big ideas, which I believed were achievable. A lot of these were achievable, although I severely underestimated the amount of time this project would take.

The biggest change from the rough draft I would say is the implementation of PhysX. I had planned to make this awesome animal crossing game and implement some cosmetic-esk physics with the trees and other things to bring more life into the game, but as time went on, I did not find this achievable or important to the game functionality. Instead, I decided to focus purely on the game mechanics working and focused more on implementing things models, GUIs, sqlite and irrKlang. Speaking of sqlite, that was another change that was made in the rough draft. I initially said I would be using a txt file to implement game progress saves, although after doing some research. I realized it would be easier to just do the saves the right way and use a database. Overall, I'm sad that I could not implement PhysX, but I'm happy to be focused on better opportunity for the outcome of the game.

Looking now at the final initial proposal, I feel confident that I will be able to implement almost everything I had initially visioned, besides the quests. Setting up quests would take quite a bit of time, and I've already spent a while focusing on the core mechanics of the game. Although, this seems like a huge blow I still have quite a bit in store for the NPCs available in the game. I plan to have them offer services such as specialized shops, upgrading tools, and buying plots of land. Besides this slight tweak, everything else from the proposal will be implemented!

Milestones and Timeline Update

Original Timeline:

Milestones and Timeline

- Note: I really need to apply for graduation soon, so I'm going to try my hardest to finish this project in a week. We will see how it goes.

- Days 1-2: Get the project setup, create environment, player HUD.

- Days 2-4: Implement resource harvesting, NPCs, and finish the shop.

- Days 5-6: Useable shop items, house placement, décor placement, island score.

- Day 7: Create/Loading save files, and project preparation.

Progress:

I had initially planned this project to be a week, although 10 days through I'm only halfway done. So far, I've completed everything from days 1-2: the project setup (adding all 3rd party libraries), creating the environment for the game, and the player HUD, also included in this which was originally left out is player movement. I had not considered the time it took to create player movement, and map bounds.

Next, I've completed parts of days 2-4, and 5-6.. I went a little bit out of order here. After finishing days 1-2, I began working on land plots & NPCs because they flowed into the map creation. This took quite a bit of time creating functions to add/delete structures on the map for the player to interact with. Lastly, I began work on harvesting.

So far, I'd say I'm about halfway through the project. I still need to implement: The second half of harvesting, shops, décor placement / island score, and saving the game. Overall, I feel confident that I will finish this project in the next week!