Project Log #6

February 9th, 2022

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C & Maddox P	The next deadline we need to focus on is the Beta Release this weekend (February 13th). Right now I (Jasmine) will be working on the basic player/enemy movement scripts to fill the game world, as well as creating some simple collectables. Maddox will focus on refining the WFC algorithm to make more seamless rooms, ensuring that the exit and entrances connect via a ground path, and spawning in the player.

What are the risks to address for successful project completion?

- The major risk right now is making the deadline for the Beta Release. Due to outside circumstances (Me having the Robotics State Competition this Saturday and Maddox being sick), I'm not 100% confident we can have a completed beta by the 13th.

How can we address them?

- Tomorrow we will talk to Mr.Schepens about the upcoming deadline, and see what we can do about it. Other than this deadline, the project overall is going very well. There is steady progress on the WFC algorithm, and the player collisions/movement are working.