Production Journal Part 3

Last week, we made the basic alpha of the game. We were going to add another part this week that was a platformer but that was too much to do in this short time. This week, we refined our game rules and dropped out part of the gameplay. We got rid of the platforming part of the game because it was too much to create in our limited time. Jack and Ben continued working on the code and fixing the bug that were present in the alpha. They implemented some of the artwork and updated the combat system in the game. Before the game was more of a survival game, but because we got rid of the platforming part, we made the game into a more combat based game. The player and the dragon he is fighting each have a certain amount of health and each attack now does a certain amount of damage. The player has different moves like heal and attack, and now has 100 health. The dragon has 666 health and does 20 damage per attack. We also worked on implementing the sounds and making a basic menu. Kelly continued working on the art and made more explosion pngs and made a background. She finished making the character designs and implemented some of the final sprites. It was slightly challenging because they were sized weirdly and didn’t fit quite right but after some problem solving, they just needed to be resized and have an offset set. Ben and Jack finished most of the code but we still need to make the menu. We also have this one bug where the pieces fall through the bottom of the screen causing no more new shapes to appear, and we need to fix that next week.