

Mission Distribution:

Requirement Distributed:

#1 & #2 Zijie_Shen Zhehao_Liang

#3 & #4 Xinyue_Wang Wei_Wei

#5 & #6 Yuling_Hu Xinhang_Dong

Wei Wei:

Work: setting up the NPC with Xinyue. The NPC will always look at the avatar, and will move towards it when it gets close (health-- and reset location when hitting the avatar); changing the control of the avatar, so that it stops turning when 's' or 'a' key is up; reversing the left and right direction when the avatar is backing.

Personal Feature: Among these balls, select several of them to be red balls. Red balls have much higher restitution, and can be attracted by the cone. When it's moving, the trajectory will "bend" towards the cone.

Zijie Shen:

Work: Add key control q and e to rotate camera view to the left and right. Replace the box mesh with a Monkey avatar with Zhehao Liang.

Personal Feature: Make avatar rolling forwards and backwards. Add an control key k to teleport above a box floating in the air.

Xinhang Dong:

Work:

Add end scene that when avatar's health reached 0, the end scene will appear and when player hit r, it will jump to the start scene

feature:add an control key b which add 20 green balls on the ground, if the avatar touches the balls, the health will reduce by 1

Xinyue Wang:

Create the required NPC (in red color). Write the update NPC method to make the NPC look at the Avatar and follow the Avatar. Set the NPC to chase the avatar if their distance is less than 10 with Wei Wei. In charge of setting "When the NPC hits the Avatar, the avatar should lose a point of health" by adding an event listener to the NPC and setting losing one health point each time collision occurs between NPC (in red color) and avatar. Write the method NPCreset to enable the NPC to be reset each time collision occurs with the Avatar.

Edit the HTML heads up message by adding score information and health information.

Feature Added:

Add an extra health-plus NPC (in green color) as personalized feature. Set the green NPC to escape from the avatar if its distance with the Avatar is less than 20. Write the event listener to set that when the avatar gets the green NPC, the avatar's health increase by one. Write NPCreset, NPCupdate etc for the green NPC.

Zhehao Liang: With Zijie, add controls Q and E to rotate the camera view to left and right; replace the box avatar by the monkey avatar.

Personal Feature: Add two more camera views as key 4 and 5, including one long viewed edge camera and one avatar followed camera which is at the center.

Yuling Hu:

Add start scene, where the user can initiate play by hitting the P key.

Feature: add key controls 6 and 7. It will play the music "loop" by hitting key 6 and play the music "good" by hitting key 7.