

I'm Adria Avila and I was in charge of team management. I registered team members assistance to meetings and a Gantt diagram with the tasks to do and it's approximate finish date and updating it as work increased. Apart from that, I also suggested to increase or reduce the amount of work depending on last team's work log. Related to the game, I developed back-end features of the game but not entirely about the engine itself.

Work log:

- Did units and buildings behaviors based on core functions and variables for all of them and a modified heritage for units.

- All units special features like movement, attack, chase... using colliders for detection and pathfinding for movement.

- Created all game units with distinctive values for each one, only needed to inherit from behaviour class and set unit key values.

- Pathfinding module using A* to make paths. It works with last frames milliseconds for performance optimization. It stores not finished paths for later iterations.

- Fog of war module which stores and update tiles visibility with units vision range.

- Quadtree for collision detection optimization.

- Collision system that creates colliders and iterates colliders for update and deletion. It has multiple collision layers to help reduce and/or avoid collisions. There are rigid and trigger colliders with rectangular shape.

- Basic particle system that instaciates particles, calls particles updates and checks for deletes. Particles are limited to 3 types and always moving towards setted destination on creation.

- Basic dialog system with multiple dialog steps and input reading.

- Did all the IA for enemies and movement of all units. It works with colliders for detection and for not unit overlapping on movement, giving it a more ordered look.

- Selection of all selectable units works with rectangles setted in behaviour. It is working son solo selection and group selection, it controls if movement is for one selected unit or the group.

- Added earthquake feature that happens in a random range of seconds (2-3 min each).

What I participated in:

- Worked on animations out of the animation module, animating manually, game logo for example.
- Worked on minor optimizations for minimap.
- Some HUD additions, like information panels for units.
- Adjusting offsets of multiple sprites.
- Some render functions for special uses.
- Minor changes to some scene management features.
- Helped taking decision and posibles features and changes to help balancing the game.