Completed since last deliverable:

* Animation – Player has sprites I made, and is animated. Can call a function to change to whatever animation I need.
* Working shop – Shop is working, displays owned potions and can purchase more, as well as being able to purchase the weapons offered. Price on weapons scales on rarity.
* Random world generation – World1 level is created, and has a working randomization. All rooms generate as an enemy room initially, then the game rolls two rooms as item rooms and one as a shop. The last room is always the boss room.

What I plan to do:

* Add last worlds – Just need to make 2 more levels, World2 and World3. Generation already works, so shouldn’t take long.
* Bosses – Working bosses, unique to each world. Likely won’t have unique AI due to time limit.
* Menu – Nice looking menu to enter the game.
* SFX – Sounds pulled from a free license source, so the game isn’t silent the whole time.
* Art – Worlds need designed with 3D backgrounds, lighting, and whatever else. Enemies also need sprite sheets, likely to be pulled from free licensing as well.

**Schedule (Complete, In Progress, Incomplete/Unreached)**

1. Basic design
   * 1. Set up player pawn as a moving camera, no controls for the pawn. Get game instance set up for player stats and information. Create basic enemy framework, with stats set up. Basic UI for controlling the player, with attacking and skill button. – Complete
2. Working game
   * 1. Get basic mechanics working, such as combat. Requires behavior tree for the AI first, then make stats and dice rolls work for basic combat. Once level is completed, move to a predesigned room due to no seeded runs set up yet. Create working pause menu for exiting the game whenever. Working weapon variants for the player. Set up treasure and shop rooms. – Complete
3. More mechanics
   * 1. Set up seeded runs, so each new run of the game is different from the last. Create sprites for the player and enemies and set them up possibly as animations. Create randomization of enemies, with enemy types and variants as well as bosses. Should be able to do a full run of the game. – In progress. No seed runs due to time limitations, or enemy variants (I.E. purple or green goblins). Bosses are coming up.
4. The looks
   * 1. Get the animations for enemies and players to work, set up background of the levels, make the UI look nice, set up the lighting for 3D objects. A general setup of all the art stuff. – In progress. Although in front of mechanics, sprites were created, so this section is also in progress.

**Presentation: No PPT yet, but rough idea:**

* Intro: Jared Pullen, Field of Fights, might need to talk with you about what focus means.
* Desc: Go from menu and play through the tutorial world. Likely will talk about the fighting mechanic, and how the stats come into play.
* Technical: Show enemy AI, loot and room generation, the Fight Widget in general. Programming practice can be shown with the Fight Widget, due to some of my functions set up for other parts of the fighting made setting up the rest of the fighting easier (Update Text is one I call a lot). Images will go along those specifically shown sections.
* Postmortem:
  + Went right: Game works as I envisioned, getting everything to work somewhat quickly
  + Went wrong: Lots of procrastination, forgetting to work, time lost = features lost
  + Skills learned: Timelines, setting up 2D animation through Unreal’s Flipbooks, getting AI Trees working.
  + What to do with the project: Complete it, with all the features I originally intended to have, such as seeded runs.
* Conclusion: Questions slide, don’t have any other way to conclude.