

# **Game Development Final Project Report 2**

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## **Introduction**

For our project we are developing a 2.5D shoot'em up that plays like a Touhou bullet hell game. For our game engine we used Unity as it is free to use and beginner friendly. The game will consist of a player shooting and dodging projectiles from various enemies and bosses.

## **Progress**

Some of the progress we've made was implementing enemy projectiles and enemy types. Currently there are 3 enemies with different shooting patterns and movement speeds to add variety to gameplay. The models have also been changed to be spaceships however, we plan on changing them to something more higher quality or unique. Enemies can also be spawned in waves so different enemies come and go once they are killed

## **Challenges and Obstacles**

Enemy spawns have been a little difficult as the groups of enemies don't spawn correctly or spawn out of order so figuring out how to fix that was a challenge. Additionally, collisions between multiple enemies caused a bug where they started spinning due to the physics engine, however that's been resolved easily through solutions from forum posts.

## **Future Plans**

The UI still needs to be refined as it is using basic textures for health but the enemy spawn waves are the most important thing to refine, as that makes up the entire gameflow. Power Ups are still being worked on to help the player progress through the game, as the game is already difficult without any aid.

## **Conclusion**

The game is about more than halfway done with mostly game flow to be worked on and refined. Most of the enemies are finished but will be tweaked during game flow for balance and quality of the game.