Assigned Tickets

To do:

In progress:

- Tutorial level and level 2, assigned to Justin
- Levels 1 and 3, assigned to Jake
- Create Basic Enemy, assigned to both Jake and Justin

Finished:

- Main menu, assigned to Justin **Committed before 11/18/2021**
- Main Shotgun Mechanics assigned to Jake; **Committed on 10/31/2021**
- Finished Pump Action and Grenade launcher Pickups; **Committed on 11/7/21**
- Created and finished bounded camera; **Committed on 11/7/21**
- Added horizontal character movement; **Committed on 11/7/21**
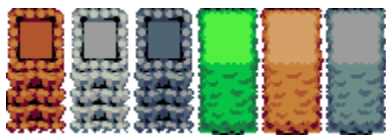- Create different platform; **Committed on 11/18/21**

Github

https://github.com/jel2658/IGP_Project

Comments, Concerns

The tilemaps are rough to figure out. Walls have been effectively added to the tile palette, but they'll need a bit of adjustment to look good enough.

More ground tiles found, previously bought by Justin on humble bundle (like the last):

 Since the game is mostly science fiction set in a metal tower, though, these ones will be used sparingly.

The integration of visuals into the game are slightly off, but they don't need to be perfect to get their idea across.

Creating the first and third levels

Currently I am enjoying the true game design portion of taking the game systems we have and turning them into fun and challenging levels as well as going through and finding the new finalized items we have to create for the game.

I have the levels drawn out and right now in unity I have a crap-o-matic version of the first level that will be refined with the tile maps but I just needed the actual level laid out in unity physically to make sure the levels are fun and so I won't have to measure the tile heights for the shotgun later on as that seems like much more of an annoyance and a pain that I can actively avoid.

New problems
So far the main new items that are added to the list are daily simply small items, those being checkpoints and actual locations for characters to die and be reset to. I believe that these will not take long as the main problem that has been pointed out through actual gameplay is the camera.

Why the previous Camera code is bad and terrible and i hate myself
The camera, although being bounded after testing the levels, I believe that at some point there will have to be some points where the camera is zoomed out and locked in place for some platforming and puzzles. MORE IMPORTANTLY it is leading the player to get some old super mario leaps of faith into the void where there should be a fun platforming challenge. It is really just going to come down to me punching in some numbers to see where I want to be and possibly editing the code.