

Project Game Design

Weekly REPORT

Goals for the week:

- Pursuing the technical specification
- Creating the demo with the first level
- Fixing some bugs

March 21st

Accomplishments:

- During the week-end, Karine has managed to integrate one-way platforms
- Paul has developped the creation of the first level for the demo, with Lucas providing him help by providing him new texture assets:

<https://craftpix.net/freebies/free-green-zone-tileset-pixel-art/>

<https://craftpix.net/freebies/free-swamp-game-tileset-pixel-art/>

<https://craftpix.net/freebies/free-market-cartoon-2d-game-tileset/>

So, Paul has integrated dirt in the level, and managed to make some blocks without any collision and create relief.

- Karine has added colors for the sound menu options, and she has also added the time UI data at the corner of the screen.
- Thomas has accomplished some test cases while testing Karine's latest version

Observations:

- We have to change the UI in the menus, and in the options settings. Indeed, they don't fit the game's aspect.
- We should add a dead tree, some diagonal platforms and more decorative elements
- 50% of the test cases are accomplished
- We have to fix the attack animation by making sure that the player's hitbox is close enough to the opponent, but far enough to not cancel the animation.

Problems:

- When testing the game, there are some issues reported.
 - When Kazuo jumps, he can also attack and move forward while also "standing" in the air.
- The enemies are too slow compared to the player
- The player doesn't die immediately when he is attacked by the enemies.
- The combo attack animations feel broken
- In some of his animations, Kazuo's feet don't touch the ground
- We have trouble to put the boss health at the corner of the screen instead of above the sprite
- The attack animation doesn't play in front of enemies who die
- In the first beta level, Paul has known texture issues

March 23rd

Accomplishments:

-Paul has updated the level 1 beta by adding many assets, and using some new texture packs.

<https://craftpix.net/freebies/free-bush-assets-pixel-art-pack/>

<https://craftpix.net/freebies/free-rocks-pixel-art-asset-pack/?num=1&count=12&sq=rock&pos=2>

He was able to create:

- a diagonal bush path
- a diagonal mount at the right of the level
- invisible one-way platforms
- dead trees where enemies are standing
- a tree obstacle at the beginning of the level
- a rock obstacle
- and many decorations

He also found some interesting assets:

<https://cutewallpaper.org/21/pixel-cave-background/view-page-21.html>

<https://itch.io/game-assets/tag-campfire>

-Karine manage to update the screen's resolution and to add binding for the settings. It's now possible to choose the keys touches for the player's actions.

-Some enemies now take 2 hits to be killed

-Paul created a version for the beta boss level 1 which include the 1st boss, 3 platforms with 2 precipices, a few flames, and the cavern background.

He also updated the first beta level by adding several obstacles in order to make the level more linear, added a door at the end, and other platforms to make the world more immersive. He also added a few decorations like rocks.

Then, he sent it to Karine.

-Thomas helped Karine to update the UI and UX for the game.
He and also Lucas realized some tests for noticing bugs and defaults.

-In the afternoon, we created a demo for our game, and prepared surveys for the other groups to test it.

Observations:

-Paul should add another obstacle to prevent the player to reach the other side of the level at the beginning.

He should also add some path at the left of the tree's obstacle to make the level immersive

-Karine should update the player's sprite animation's speed, and also reduce the enemy's hitbox

She also needs to make the player "push" the enemy (with 2 hits to be killed) when attacking him.

-The DEMO of the game should be ready today

-The beginning of the demo is hard, especially with the enemies whom require 2 hits to be killed

Problems:

-Paul had an issue with the texture packs of his level, but he manages to fix the problem quickly

-His diagonal paths are either hiding like slides or the player can be stuck in it.

-Some texture problems can be noticed in the first beta level

-Karine has trouble to retrieve the level 1 beta zip file Paul has created

-the game load too much after each death

March 24th

Accomplishments:

-We updated the game again by managing to push the enemy (with 2 hits to kill) when attacking them, giving them a red halo.

Karine added a 2 minutes bonus at the end of the level as a reward, the door being destroyed when we kill every enemy.

-Karine decided to remove some background tiles.

-Paul Nowak updated the technical specification and sent to Karine the new boss 1 level.

-Thomas and Lucas have started to look for sounds and music for the game. They also accomplished some test cases

Observations:

-The sliding wooden bridge would prevent the player to go back to the level if he forgot some enemies

-We should remove the undergrounds platforms from the game, and

Problems:

-There is an issue when using the WASD keys which prevent the player to dash.

-The blue enemies remain red when killed, while the white one aren't red when attacked.

-There is a delay between the enemy attacking the player and when he plays his death animation

- The player's death animation is shown when he is falling
- Karine has some issues to load the beta level 1 due to the huge amount of assets used.
- The menu isn't appealing enough, and we need to find a new one.