

Project Game Design

Weekly REPORT

Goals for the week:

- Finishing the technical specification
- Finishing the level 2, the boss level 2 and the tutorial level
- Fixing some bugs

March 27th

Accomplishments:

- Paul have started the making of the beta level 2, the mountain one.

He managed to:

- build all the required platforms
- add a new background
- start adding background tiles
- set up platforms sessions
- fix the diagonal pass issues
- add all enemies
- Karine has changed the widgets and fixed some bugs
- Thomas has tested the level 1 and the boss level; he also sent them to other people to get their feedback
- Lucas has started to build the tutorial level

Observations:

- Sound must be added for the game tonight

Problems:

- When testing the level 2, there are some issues with the OneWay platforms. Sometimes, either the player or the enemies can go through them from upwards.
- The intro video didn't always load when starting the game

March 28th**Accomplishments:**

- Karine managed to put sound on the inputs and the attacks
- Paul has managed to finish the level 2 and sent it to Karine
- Lucas has started making the tutorial level

Observations:

- We envisage to separate the levels into segments for having less loading issues

Problems:

- Karine has issues to put sound for the running action
- There is a loading issues with the level 2 due to the great amount of assets used

March 29th**Accomplishments:**

- Paul has changed the look of the Boss level 1 with a different background and tileset.

He also drew a concept art for the boss 2 level and started making it.

<https://craftpix.net/freebies/free-mountain-backgrounds-pixel-art/?num=1&count=1223&sq=2d%20ice%20mountain&pos=4>

<https://ninjikin.itch.io/starter-tiles>

[https://www.freepik.com/free-vector/game-grounds-with-texture-ice-water-](https://www.freepik.com/free-vector/game-grounds-with-texture-ice-water-lava_21329661.htm#query=ice%20caves%202d&position=23&from_view=search&track=ais)

[lava_21329661.htm#query=ice%20caves%202d&position=23&from_view=search&track=ais](https://www.freepik.com/free-vector/game-grounds-with-texture-ice-water-lava_21329661.htm#query=ice%20caves%202d&position=23&from_view=search&track=ais)

-Thomas has started to work on the level 3 and to optimize the level 2, and Lucas is still working on the tutorial level

Observations:

-We planned to change the level 2's background with a mountain and to change the tileset to ice.

-We decided to let the level 2 as it was before, and make all the background tiles into one giant sprite.

Problems:

-There are some issues using the mountain background for the platforms

-Lucas have issues to send his tutorial level to Karine

March 31th

Accomplishments:

-Karine has changed the main menu screen and added the possibility to select "Tutorial" in the menu choices.

So, she added a simple tutorial level taking place in a small village.

-Paul continued to create his level 2 boss beta scene as he found how to make slippery floors for ice floors:

[UE4 1 How To Create Slippery Ice Floor 1 3-Minute Blueprint Tutorial 1 Unreal Engine 4.26](#)

Observations:

-Karine showed us how to build an Unreal Engine package when working on a scene.

We first have to click “build”, and then, we go to “file”, “packup project”, “zip-up project”. It will allow us to send compressed projects more easily.

-Konstantinos told us to not worry about the background tiles. He just suggests us to continue with the same background but with different configurations.

He also tells us that an enemy’s death should be very clear.

Problems:

-There is