Project Game Design
Weekly REPORT

Goals for the week:

-Finishing the technical specification

-We have to finish the level 2, level 3, and start the final boss level

April 3rd

Accomplishments:

-Karine managed to test the BOSS 2 Level by removing some rocks, adding bounces on the walls, and make the boss move from left to right without following the character.

She also managed to merge the levels in a same folder.

Then, she modified the boss 2 level to change the platforms depending on the boss's health. Plus, she managed to make the player start again when he is killed (limited to 3 lives).

-Lucas finished the tutorial level and looked for some music, but he started to build the diaporama for the oral.

-Thomas continued to build his level 3

-Paul drew

Observations:

-Dimopoulos have advised us to play the game for 30 minutes to have a look on its gameplay and its potential bugs.

-We have to make a bigger transition from level 1 to boss 1, with a cutscene

-We decided to give 3 lives for the player during the bosses fight. Once he has no more lives, it's game over.

-The boss 2, once his life is decreased, has to be invicible for a while and to go through one of the holes by himself.

He should also just run throughout the map to attack the player and stop sopping himself to punch him.

Problems:

-Karine have trouble to remove size from the folder

-In the boss 1, the backgrounds tiles take time to be loaded, so they have the wrong texture

-In the boss 2 level, the bouncing walls make the character out of control. Also, the first glass platform is entirely removed after the boss loses some life, and its blocs all have the same texture.

Karine also has some difficulties to make the boss cross through the platforms to go at a lower level.

April 4th

Accomplishments:

-Karine managed to stick the blocks together in the boss 2 level, and to reduce the bounce in the walls.

Finally, she managed to finish the boss.

-Paul has finished to make the boss 3 level and sent it to Karine.

Then, he created a concept art for the level 3 and started working on it.

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Observations:

-Thomas advised Paul to redo the level 3

-We have to limit the number of attacks for the boss 3 due to the remaining time for our project.

Problems:

-Karine

April 6th

Accomplishments:

-Paul has continued to work on the level 3. He has:

    -changed the color of the background

    -changed progressively the texture and the color of the tiles

    -fixed some bugs in term of level design

-Karine has updated the flames thrown by the boss and the one where he appears in.

-Thomas has redesigned the tutorial level and changed all textures from the game.

-Lucas has continued to work on the slide for the oral

Observations:

-We changed how the boss 3 should appear: a flame should suddenly appear and then

Problems:

-There are

April 7th

Accomplishments:

-We have a meeting with Konstantinos Dimopoulos.

-Karine have added 3 hearts to all bosses to represent their health.

-Paul has finally finished the level 3 by fixing some texture issues, adding the enemies, and using torch assets:

https://craftpix.net/freebies/free-dungeon-platformer-pixel-art-tileset/?num=1&count=15&sq=lava&pos=4

Observations:

-The game is almost finished, and one level has to be finished. We plan to send the game's latest version to our teacher this weekend. He considers that we shouldn't have problem with the deadline.

-For the 2D pixelized assets, it's possible to improve their definition.

Problems:

-While trying to fix the enemies hitboxes, there are still some issues: one where the enemy stops in front of the character and doesn't attack him, and another when the character dies immediately after a long jump as he crosses an enemy.