

Project Game Design

Weekly REPORT

Goals for the week:

- Starting the functional and technical specification
- Creating a prototype
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March 7th

Accomplishments:

- Paul has started to write the technical specifications.
 - We had to show Fabien the functional specifications done by Lucas this morning.
 - Karine has added a background, a tile, an enemy, and an UI for the scene (stamina and health).
- For the enemy's AI, he has to follow the player until he kills him.
- Thomas has realized some test cases in his test plan.

Observations:

- Fabien said we nailed the functional specifications, but we have to add key elements.
- He also asked Thomas to detail his test plan.
- Data 2:

Problems:

-In Karine's game, the player cannot kill the enemy.

-Data 2:

March 9th

Accomplishments:

-Lucas has found some music for the game

-Karine has updated the game by adding the pause menu, to add another level in the prototype,

Observations:

-Lucas asked Paul to fulfill the KPIs for next week

-Data 2:

Problems:

-Paul became sick and couldn't go to class today. Also, he has caught the COVID virus, and won't be at ALGOSUP for a few days.

-Github

March 10th

Accomplishments:

-Karine has created a Mac demo for Ronin's Revenge, and she also added a 2-attacks combo

-The group has showed to the Konstantinos and the class the prototype

-We have a picture for the game's cover.

Observations:

-Data 1:

-Data 2:

Problems:

-Paul has trouble to download the demo on his computer

-Data 2: