

Project Game Design

Weekly REPORT

Goals for the week:

- Pursuing the technical specification
- Creating a prototype
- Adding a boss and a parchment of life

March 13th

Accomplishments:

- During the week-end, Karine has added a monk enemy (who can be killed in 2 attacks), a dash command, and a timer.
- Karine has started working on the boss this morning.
- Paul has started looking for how to fix the jump animation

Observations:

- Paul noticed we should reorganize kazuo's jumping sprites between "jump" and "fall", and give a different animation.
- Data 2:

Problems:

- Lucas and Paul were absent today because they were sick

March 14th

Accomplishments:

- Paul has started to create new flipbooks, in order to separate the jumping animations from the falling ones
- Paul created the KPIs file in google sheets
- Paul updated his technical specifications

Observations:

- We have decided to split the jump animation into 3 phases: when the player starts jumping, when he is in the airs, and when he lands on the ground.
- Data 2:

Problems:

- Lucas and Paul were absent today because they were sick

March 15th

Accomplishments:

- Paul has updated the KPIs by splitting them into several domains. He and Karine has filled most of the Week 3 KPIs for tomorrow.
- Karine is working on the final score board. She also managed to give a boss the bounce ability (the character is bounced when he approaches him), and a red halo when a boss is hit.

Observations:

- Data 1:
- Data 2:

Problems:

- Karine has some cast variables issues when programming the final score board
- Thomas and Lucas were absent today because they were sick

March 17th**Accomplishments:**

- We agreed with Karine to modify the new jump animation, by removing a sprite and reducing the time of some frames.
- We are doing an online meeting with Konstantinos about the progress of our project.
- Paul has drawn a concept art for the potential first level of our game. It is linear with platforms, enemies and traps. He has always drawn the concept of the first boss level.
- Paul has created a beta level while being inspired by the concept arts
- Karine has worked on the last boss: his ability his to use random attacks.

She also worked on pre-written text for parchment and to randomly choose some of them when picking up a parchment.

Finally, she worked on how to improve the player and monster attacks.(speed)

Observations:

-Open Level Blueprints is used to set the number of enemies to kill to succeed the level, how much time the player must win, and other options.

-Konstantinos said that the technical specifications were overall good, but he advised me to speak about the use of Unreal Engine, the organization tools used, and to be more technical at points.

-Konstantinos provided me a youtube tutorial for one-way platforms.

[One Way Platforms - Unreal Engine 4 Tutorial](#)

Problems:

-Thomas and Lucas are still absent today

-Paul has experienced some problems when trying to extract .zip file for testing scenes made by Unreal engine.

-While creating the beta level 1, Paul has issues for creating one-way platforms and decors which can be crossed without collision.