



# Tempo Tear

## Final Report

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## Instructions

- Tutorial page found in game

## Changes From Original Design

- Changed to two levels instead of three (no existing spawn times for level three)
- Fewer enemy types (all enemy types exist but not included due to no level 3)
- No additional modes such as “instant fail” (core mechanics were prioritized)

## Existing Problems

- Spawn times can be fine-tuned to match beat more clearly
- Enemies that spawn quickly have overlapping indicators, making it difficult to read

## Reflection

- Allow for more wiggle room in terms of time to resolve problems if any arise
- Improve on communication between members to prevent misunderstanding
- Create a working schedule, having an easier time collaboratively working on the game

## Roles

- **Kaz**
  - Found & created sprites and fonts to use for the game
  - Created and finished the entirety of the menu system, including a pause feature
  - Created all aspects of the player including avatar, animations, health bar, and more
  - Enabled the player to draw on the screen and create slashes
  - Created all aspects of the skeleton including animations, health, and more
  - Created entire beat indicator system for players to determine when to attack
  - Continuously finished others' work when they were unable to meet deadlines
  - Reworked scripts to work with multiple enemies, keep organized, and clean up
  - Created transitions between scenes to allow for a smoother experience
- **Kanchan**
  - Found and added music for levels and menus
  - Created foundation for enemies including spawning system, movement, and more
  - Created aspects of the zombie including avatar and animations
  - Created timings to determine whether or not players are on beat with attacks
- **Vansh**
  - Found background for various levels
  - Initially started the level over screen as well as the scoring system