

Project R

...

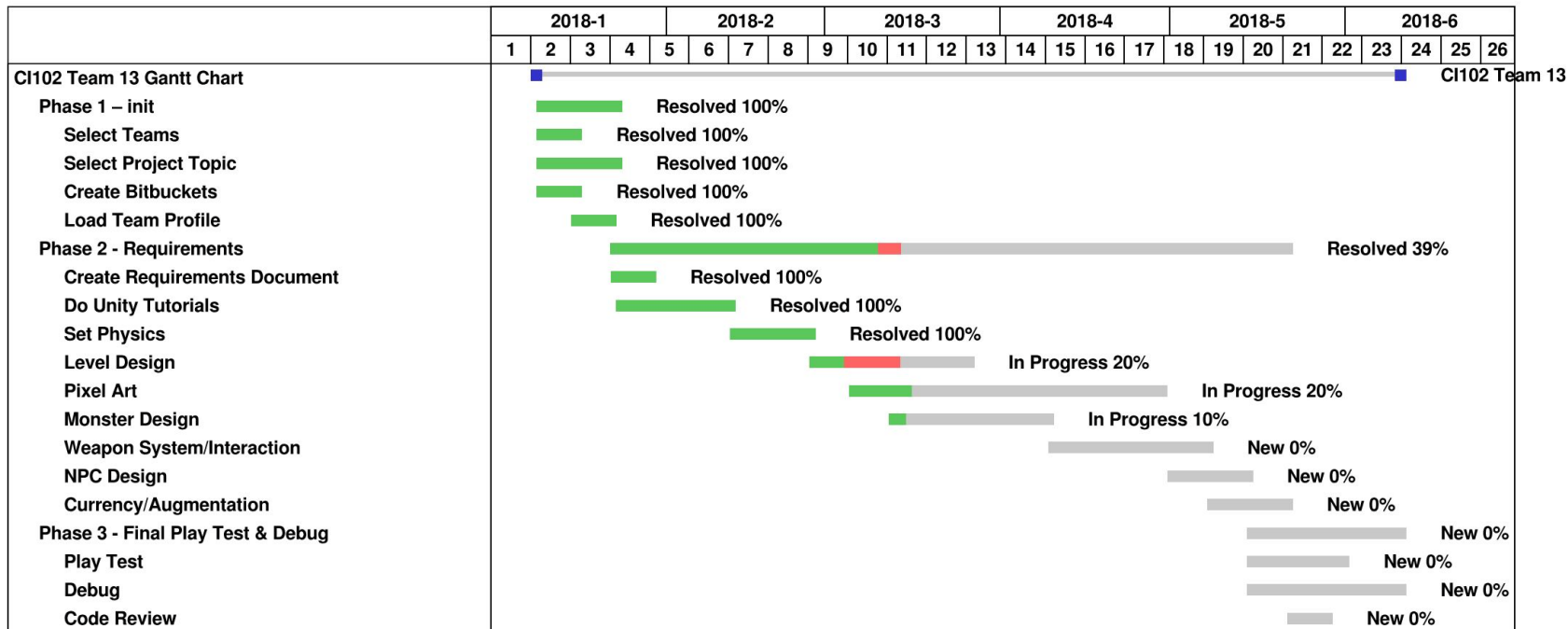
CI 102 Team 13

Overview

- Current Progress
 - Developed Mechanics
 - Prototype
- Future Goals
- Demonstration
- Conclusion

Current Progress

CI102 Team 13 Gantt Chart



Developed Mechanics

- Character Movement
- Hit Point System
- Traps and Enemies
- Animations
- Combat System

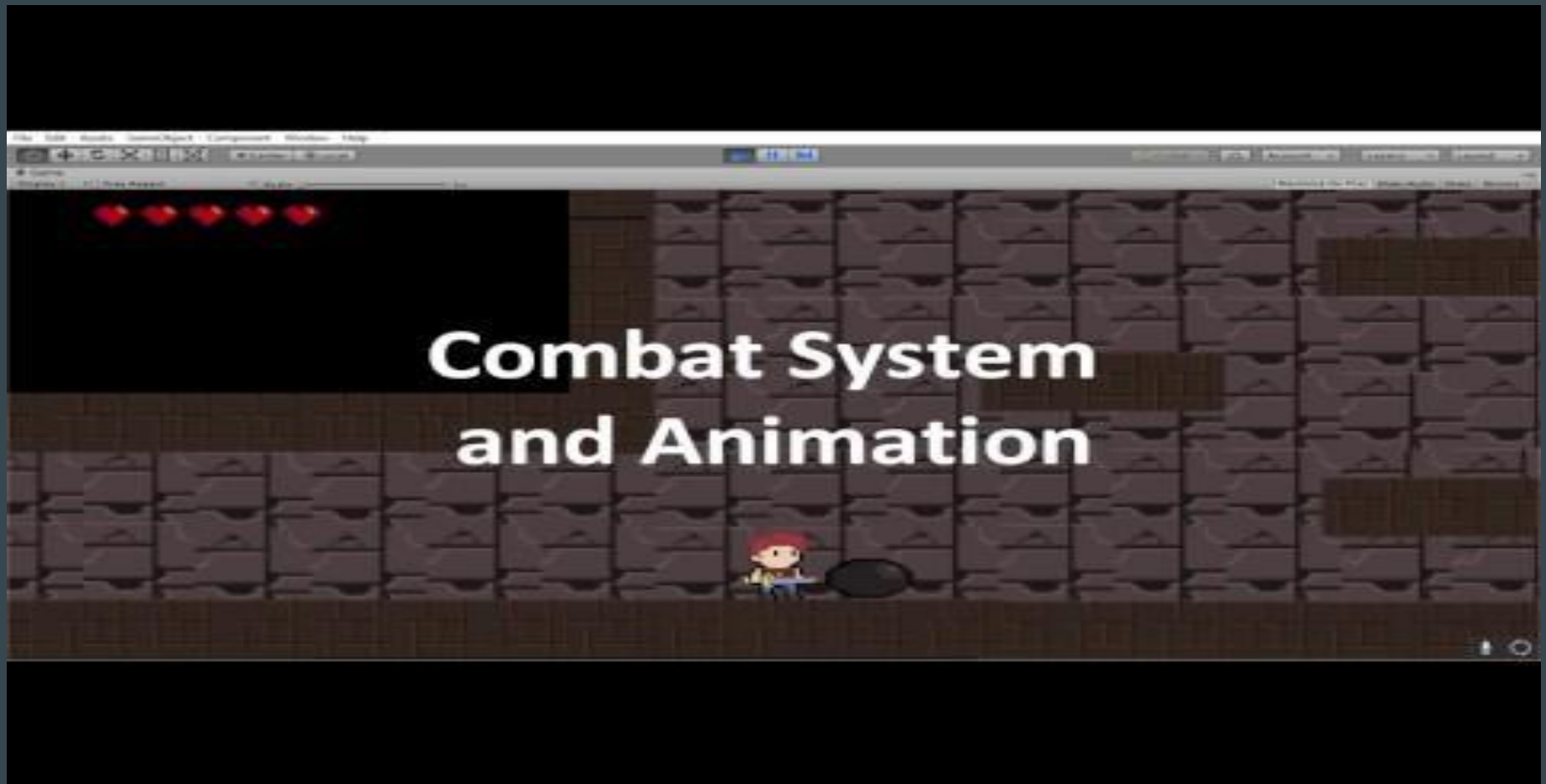
Prototype

- Goal: To implement a suitable enemy AI
- Current Method: Enemies follow the player in range
- Future Development:
 - Predict player's movement
 - Conditional actions

Reflection

- Learned...
 - How to use Unity Engine
 - How to utilize collaborative tools
 - How to apply assets
 - How to code in C#

Demonstration



Questions?