March 23, 2018

Dear Professor Baldwin:

Since our previous report, we have implemented basic level structures as well as done further work on the basic functional mechanics of the game. At this current stage, an alpha model of the game is completed and submitted alongside this letter. This release includes most of the core functionality; it is a basic playable game that showcases the central mechanics of gameplay and progression without much of the polish that will come following this release.

Multiple weapons have been added to the game as well as a sidebar menu the player can use to switch between them. This new mechanic has replaced the use of weapons upgrades seen in the older versions of the game. This menu is also where the player will be able to pick up item drops, once implemented, and currently allows weapon switches as a proof of concept. Level progression has also been tweaked, with new levels now being generated after a set number of enemy kills. Once the kill counter is reached, the player will progress to the next stage or level.

Included in this delivery are the following:

* The delivery letter
* An alpha version of the current game

Notably, the project may behave oddly on some screen size settings. If game maker studio sets the screen size above defaults, the game remains functional, but the sidebar menu renders in the wrong position, not against the side. A workaround should be available by the next submission but for now, please ensure the viewport and window size are not edited and at their default sizes of 1365 by 1024.

The project is currently on schedule. The majority of core mechanics have been implemented, with the exception of options/pausing, enemy looting/random drops, and environmental containment or radiant terrain generation. By the time of the Beta release animated sprites as well as possible boss stages will also be included in the game. Further tweeks to the game mechanics, menus and levels will be made as necessary.

Thank you,

Kepler Novotny

Graham Kitchenka

Garrett Van Buskirk