®Playability Game Development Plan: The Chameleon

CPSC 427 - Video Game Programming

Fall 2019/20

Using up 2 late day

Team members

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Development Plan

Original Plan:
Week: October 25 - Develop prototype level design, prototype UI/UX
·   Prototype via art, using photoshop, paint, or pen and paper
Week: November 1 - Implement designed levels
·   Core mechanics implementation complete - walls, menus, movement between
levels, collisions with wanderers
 Week: November 8 – **Playability**
·   Level selection implemented
·   Finalize art and Music

Playable Game:
- Key game logic conceptualized
    - Screens flow updated
        - Start screen - Home Screen
        - Story Screen - Background of character, Now accessible as part of the start screen flow
        - Controls Screen - Controls options available to user, Now accessible as part of the start screen flow
    - Cooldown for -
        - color consequences
        - Character shot by shooters
        - Alert mode
    - Color consequences updates
        - Flash updated
        - Dash Controls disabled
        - Wall collision while dashing releases particles that fade away
    - Bullet collision with character :
        - propels character back
        - Changes character colour to white
    - NPCs introduced (Shooters)
        - Sprites implemented
    - Shooter changes direction depending on character movement direction

- Shoots a bullet that when hit changes the main character's color back to white.
- Boundaries implemented
  - Wall collision
- Guard (Wanderers) movement implemented
  - Pathing AI to cycle around the map
  - Pathing AI to chase the player when in Alert mode
- Guard (Shooters) spawning implemented
- Guard (Spotter) field of view implemented.
  - Sprites changed accordingly to visualize changes in field of view.
- Screen overlay introduced
  - Alert mode visualization
  - Normal mode visualization
  - HUD
  - Cooldown bar
- Character scaling changes to make aesthetically better
- Multiple implementations of map
  - Tutorial
  - Test Map
  - Level_1 - Museum
  - Level_2 - Ruins
  - Level_3 - Labyrinth
- Hardcoding of npcs
- NPC AI
- Memory Leak detection (instruments)
- Time profiling (instruments)

- Creative Component
  - Wall collision animation with dash
  - Original Cutscenes before each level
  - Simple time-stepping mechanism
    - Compatible for both os