

®Playability Game Development Plan: The Chameleon

CPSC 427 - Video Game Programming

Fall 2019/20

Using up 1 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
- 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