Final Game Document Plan: The Chameleon

CPSC 427 - Video Game Programming

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Team members

Kunal Aildasani 35162156
Jose Arevalo 33250151
Seraph Hong 38134110
Viven Iyer 13877337
Taiga Kimura 12168167
Jvalana Shankar 20566155

Development Plan

Original Plan:
Week: November 15
- Implement game aesthetics, including authentic sprites and UI design

Week: November 22 -
- Final touches to fix minor bugs

Week: November 29 **– Final Game**
- Complete user flow from start screen to level select to levels
- Level designs that incrementally and intuitively teach game mechanics

Playable Game:
- Game timer
  - implemented using Freetype
  - Timer font modified
  - TImer resets for every level
  - Timer works with Pause functionality
- Color consequences updates
  - Flash updated - doesn't trigger alert mode
  - Green sound triggers alert mode for wanderers in a particular radius
- Sound effects
  - Added various sound effects
- Wanderers chase character if character gets too close
- Character impact by bullet changed (Character now is pushed away till wall collision)
- Wanderers walk back to their paths after alert mode finishes
  - Required improvements in pathfinding code
- Spotters have a correct Field of View now (45 degree arc and 70 units in reach)
- Advanced graphics:
  - Character has a stealthing animation
  - Spotter Flashlight Graphics
- Bullet collision with character :
  - Changes character colour to white
- 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
    - Bullet collision with character :
        - propels character back
        - Changes character colour to white
    - Shooter changes direction depending on character movement direction
        - Shoots a bullet that when hit changes the main character's color back to white.
    - Cutscene
        - Reimplemented cutscenes, dialogues, images used for visual aesthetics.
    - Boundaries implemented
        - Wall collision
    - 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
    - New character sprites with walking animation
    - Multiple implementations of map
        - Tutorial
        - Test Map
        - Level_1 - 9 rooms
        - Level_2 - storage silo
        - Level_3 - Museum
        - Level_4 - Ruins
        - Level_5 - Labyrinth
    - Hardcoding of npcs
    - NPC AI
    - Memory Leak detection (instruments, Visual Studio)
    - Time profiling (instruments, Visual Studio)
- Creative Component
    - Wall collision animation with dash
    - Original Cutscenes before each level
    - Simple time-stepping mechanism
        - Compatible for both os
    - Various wall textures implemented, change dependent on map
        - Ruins
        - Museum