

Final Game Document Plan: The Chameleon

CPSC 427 - Video Game Programming

Fall 2019/20

Team members

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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
- 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