# Minimal Playability Game Development Plan: The Chameleon

# 

# CPSC 427 - Video Game Programming

# 

# Fall 2019/20

**Using up 1 late day**

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: October 11

⋅ Develop entities, player entity and NPC and implement basic functions

⋅ Implement code-based entities, skeletal work

⋅ Attach input devices

⋅ Implement color functions

Week: October 18 - **Minimal Playability**

⋅ User is able to move around in sandbox

⋅ User is able to change color

⋅ User is able to die

⋅ NPC is able to detect user via game-specific trigger

**Minimal Playable Game:**

* Key game logic conceptualized
  + Screens flow updated
    - Start screen - Home Screen
    - Story Screen - Background of character
    - Controls Screen - Controls options available to user
  + NPC animation added implemented
  + Implemented Map with collision detection
    - Map implemented through texture tiling
  + Background depth testing implemented
  + NPCs introduced (Spotters, Wanderers)
    - Sprites implemented
  + Character changes direction depending on movement direction
  + Character color consequences implemented (Color AI)
    - Red: Charge in a direction
    - Blue: Change key directions
    - Yellow: Screen flash
    - Green is work in progress as it depends on NPC AI.
  + Boundaries implemented
    - Wall collision
  + Guard (Wanderers) movement implemented
    - Pathing AI
  + Guard (Spotters) spawning implemented
  + Character collision implemented
    - Including color detection on collision - if blue on blue tile, character is undetectable, if another color on a blue tile, character is detectable, thus in danger
* Creative Component
  + Game music created
  + Camera Follow Functionality