# Skeletal Game Development Plan: The Chameleon

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# CPSC 427 - Video Game Programming

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# Fall 2019/20

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Development Plan

**Original Plan:**

Week: October 4 - **Skeletal Game**

* Conceptualize game logic
* Conceptualize game design and aesthetics through art

**Skeletal Game:**

* Key game logic conceptualized
  + Color change mechanic implemented
  + Background depth testing implemented
  + NPCs introduced (wanderers, spotters)
    - Sprites implemented
  + Salmon changes direction depending on movement direction
  + Boundaries implemented
  + Guard (Wanderers) movement implemented
  + Guard (Spotters) spawning implemented
  + Spotter collision implemented
* Creative Component
  + Game music introduced