

Generic Fantasy Game X

Submission Details

Team Number	7
Game Name	Generic Fantasy Game X
Student Name and ID 1	Lachlan Wood – 12039715
Student Name and ID 2	William Palmer – 12039499
Student Name and ID 3	Rowena Budiharto – 11981673
Student Name and ID 4	Christopher Wong – 12617092
Student Name and ID 5 (if applicable)	Jacob Harris - 11733831

Sprint 1

Scrums

Meeting Details	
Meeting Type:	Scrum
Date /Time:	21 April 2018, Saturday, 9pm – 10pm
Location:	Online
Attendees:	William, Lachlan, Rowena, Chris.
Apologies:	Jacob

Meeting Summary

Aim:	<ul style="list-style-type: none">• Complete procedural dungeon generation with in-dungeon exists, furniture and enemies.• Entity movement and nav mesh• Class scripts for basic hero information and UI• Free roam camera• Research enemy spawning and other related data related scripting methods
To Do:	<ul style="list-style-type: none">• Complete a player information management system• implement obstacles and enemy spawning• Player movement, enemy movement
Impediments:	<ul style="list-style-type: none">• Testing methods of having party and single player management was time consuming.• Time management and personal issues• Understanding how to work on group commands

Commits on Apr 17, 2018

Merge pull request #1 from Lachlan-uts/Nav-mesh-agent ...

Lachlan-uts committed 12 days ago

Verified



b9541ed



Commits on Apr 14, 2018

Procedural Dungeon Generation ...

Lachlan-uts committed 15 days ago



f803c60



Improving the main scene ...

Lachlan-uts committed 15 days ago



e6e4cff



Initial Setup ...

Lachlan-uts committed 16 days ago



4be4c6a



Initial commit

Lachlan-uts committed 16 days ago



9245219



Commits on Apr 21, 2018

Merge branch 'master' into ProceduralDungeon
ckhwong committed 8 days ago
Verified
6e782bb
<>

21/04/18 7:52 PM Procdedural Optimization ...
Lachlan-uts committed 8 days ago
c01666d
<>

Commits on Apr 20, 2018

Single Player Information Attached ...
Rowena Budiharto committed 9 days ago
393d967
<>

Commits on Apr 19, 2018

Switches back to one hero when pressing the '1' key (Note: added Hero... ...
DESKTOP-IU5PEHD\ckhwong008 committed 10 days ago
02e8f0a
<>

Added right-click and drag to move camera
DESKTOP-IU5PEHD\ckhwong008 committed 10 days ago
0a1e3d2
<>

Commits on Apr 17, 2018

Merge pull request #2 from Lachlan-uts/ProceduralDungeon ...
Lachlan-uts committed 12 days ago
Verified
13a2b0f
<>

Merge branch 'master' into ProceduralDungeon ...
Lachlan-uts committed 12 days ago
05c3cb3
<>

Successful test of navmesh guidance ...
Lachlan-uts committed 12 days ago
04d8557
<>

17/04/2018 Procedural Generation Complete ...
Mordakai95Uni committed 12 days ago
56c22b3
<>

Meeting Details

Meeting Type:	Scrum
Date /Time:	24 April 2018, Tuesday, 7pm – 8pm
Location:	Online
Attendees:	William
Apologies:	Jacob, Chris, Lachlan, Rowena

Meeting Summary

Aim:	<ul style="list-style-type: none"> • Debugging movement with units and player • Design a party system so players know which hero is currently being played. • Spawn item drops
To Do:	<ul style="list-style-type: none"> • UI to see health and character controlled, work on testing a way to design party systems. • Camera moves freely to see all team movements, adjust camera view • Weapons to use to attack entities
Impediments:	<ul style="list-style-type: none"> • Lack of availability to present a formal scrum session to update peers of tasks needed to be done or have been done. • Issues with classes and designing a party system, time consumed and not much progress made.

Summary:

- Lack of availability caused issues with a formal scrum session updating peers of tasks that have been completed.

Commits on Apr 22, 2018

Added Weapons Asset DESKTOP-IU5PEHD\ckhwong008 committed 7 days ago	1097e24	<>
Debug draw lines for paths ... Lachlan-uts committed 7 days ago	2c455e4	<>
Have unit movement ... Lachlan-uts committed 7 days ago	1ee99f3	<>
22/04/2018 7:49 PM Danger: Enemies Within ... Lachlan-uts committed 7 days ago	02df5cb	<>
Merge pull request #5 from Lachlan-uts/Nav-Mesh-agent-navigation ... Mordakai95Uni committed 7 days ago	Verified 55b9c27	<>
Enemy prep + better movement system. ... Lachlan-uts committed 7 days ago	0f122cf	<>
Merge branch 'master' into Nav-Mesh-agent-navigation ... Lachlan-uts committed 7 days ago	90f4e95	<>
Merge pull request #4 from Lachlan-uts/ProceduralDungeon ... Lachlan-uts committed 7 days ago	Verified d577628	<>
Merge pull request #3 from Lachlan-uts/CameraControls ... Lachlan-uts committed 7 days ago	Verified c4e8c8a	<>

Commits on Apr 24, 2018

Spawned weapon drops (dummy)

DESKTOP-IU5PEHD\ckhwong008 committed 5 days ago

440a02c

Merge pull request #7 from Lachlan-uts/DungeonFurniture

Mordakai95Uni committed 5 days ago

4d6ea0f

24/04/18 9:44 PM Dungeon Furniture

Lachlan-uts committed 5 days ago

6b32263

24/04/18 5:44 PM Inter-Room Doors and Void-stopping rubble

Lachlan-uts committed 5 days ago

776a96b

Commits on Apr 23, 2018

Equipped hero with melee weapons. Moved Weapon Prefabs from Assets fo...

DESKTOP-IU5PEHD\ckhwong008 committed 7 days ago

548362b

Meeting Details

Meeting Type:	Scrum
Date /Time:	27 April 2018, Friday, 7pm – 8pm
Location:	UTS
Attendees:	William, Chris, Lachlan – In person,
Apologies:	Jacob, Rowena - Online

Meeting Summary

Aim:	<ul style="list-style-type: none"> Scene management, merged branches, test issues within branches and base the quality of the scripts off task backlog cards as allocated. Weapon equip systems with basic functions.
To Do:	<ul style="list-style-type: none"> Combine all completed mechanics into one main playable scene ready for play testing by non development team peers. Further debugging of scripts and combining scripts in different areas of mechanics to work together and update information accordingly.
Impediments:	<ul style="list-style-type: none"> Confusion in tasks that have been done but have yet been pull requested.

Commits on Apr 27, 2018

Merge branch 'master' into First-Sprint---UI ...
b3dcbc8
Lachlan-uts committed 2 days ago

Commits on Apr 26, 2018

Updated Prefabs
ed0953d
Rowena Budiharto committed 3 days ago

Simplified UI/Health Management ...
99574b9
Rowena Budiharto committed 3 days ago

Commits on Apr 25, 2018

Additional Scripts Testing ...
3c179db
Rowena Budiharto committed 4 days ago

Merge pull request #9 from Lachlan-uts/Camera-path-commands ...
Verified
bfa56b4
Mordakai95Uni committed 4 days ago

Merge branch 'master' into Camera-path-commands ...
a4c87cc
Lachlan-uts committed 4 days ago

Merge pull request #8 from Lachlan-uts/WeaponEquip ...
Verified
8088d00
Lachlan-uts committed 4 days ago

Merge pull request #6 from Lachlan-uts/InitialEnemySpawning ...
Verified
563a158
Lachlan-uts committed 4 days ago

Hero drops weapon and equips new weapon
fc59dd2
DESKTOP-IU5PEHD\ckhwong008 committed 5 days ago

Swap weapons by pressing 'E' when close to dropped weapon
e8587cd
DESKTOP-IU5PEHD\ckhwong008 committed 5 days ago

























Sprint Review / Retrospective Meeting

Meeting Details	
Meeting Type:	Retrospective Meeting
Date /Time:	30 th April, Monday, 4pm – 5pm
Location:	UTS/Online
Attendees:	William, Lachlan, Jacob, Chris

Apologies:	Rowena
Meeting Summary	
Went right:	<ul style="list-style-type: none"> Working on individual branches Pull requests had less issues compared to past projects
Went wrong:	<ul style="list-style-type: none"> Not enough debugs and testing Lack of backlogs completed Communication Struggles in certain areas of coding
Needs to change:	<ul style="list-style-type: none"> More planned scrums set out during planning sessions Merge to master once a week and testing during the weekend to combine branches and test they work with each other
Continue to do:	<ul style="list-style-type: none"> Continue to make separate scenes when experimenting and testing

Branch: Combat ▾

Commits on Apr 30, 2018

Improved death ...		2b8fa67		
 Lachlan-uts committed 7 hours ago				
Player can now target enemies to kill them(using tab. The button will... ...		8d0b0c1		
 johharris committed 12 hours ago				
Merge pull request #12 from Lachlan-uts/Entity-Attack-Navigation ...	Verified		ab963f6	
 johharris committed 16 hours ago				
Small fix to line render ...		b030a15		
 Lachlan-uts committed 16 hours ago				
Updated the main scene. ...		10fbae0		
 Lachlan-uts committed 16 hours ago				
Merge branch 'master' into Entity-Attack-Navigation ...		da03839		
 Lachlan-uts committed 16 hours ago				
Merge pull request #11 from Lachlan-uts/QoL-DungeonEntityInitialization ...	Verified		314c0a1	
 Lachlan-uts committed 16 hours ago				
Merge branch 'master' into QoL-DungeonEntityInitialization ...		53ed576		
 Lachlan-uts committed 17 hours ago				

Backlog

Project Backlog

- As a player, I want an exit to the map so that I can lead my team to the exit and complete the level
- As a player, I want to have different types of characters so that it gives me more variety and interest to my team (CoS) 0/3
- As a player, I want an inventory so that my characters aren't fixed and can alter to optimise my team as a whole (CoS) 0/4
- As a player, I want to see the health of the enemies so that I can get an idea of how many hits it'll take to defeat an enemy RB
- As a player, I want the game to correctly provide a number of enemies based on my team, so that the game is balanced, showing difficulty whilst still being able to progress through the map
- As a player, I want my characters to be able to heal themselves in dire needs, so that I can focus on moving my team to the right positions
- Add a card...

Sprint Backlog

- As a player, I want a generalised AI system for my team so that I don't have to make movements and attacks constantly per party member (CoS) 0/2
- As a player, I want enemies so that it'll become a challenge for my team to reach the exit (CoS) 0/2 JH
- As a player, I want the characters to level up so that their strength increases and increases likelihood of progressing to the exit RB
- As a player, I want a UI so that I can see the progress of my team (CoS) 0/3 RB
- Add a card...

In Progress

- As a player, I want a team of heroes so that I can guide them to the exit 0/2 LW
- As a player I want a character list UI so that I can select which character on my team I'm controlling 0/3 RB
- As a player, I want to be able to control the camera so that I can freely see all my team's movements and actions 1/3 CW
- As a player I want weapons so entities can attack each other. CW
- Add a card...

Complete - Sub Branch

- As a player, I want a randomised map so that each time I'll play gives a new experience 7/7 WP
- As a player I want to traverse a variety of rooms. 2/2 WP
- As a player, I want enemies to spawn within rooms 1/1 LW WP
- As a Player, I want to be able to keep all my character information as I progress through the levels. 1 RB
- As a player, I want a player health UI so that I can see which members of my team are in danger 2 2/2 RB
- Add a card...