“Before Dark” Progress Report

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**Preface**

After coming up with a main concept, a game design doc, and a few assets, we pitched our concept to Dr. Ye in front of the class. We shared our team composition, our vision for the game, and an initial look at our company website. Our vision was met with praise and optimism from our dear evaluator. With bolstered enthusiasm, React Gaming set out to fabricate our game, “Before Dark.”

**Updated Team Structure**

Our first meeting after the presentation involved reevaluating what everyone on the team would be doing moving forth. Unfortunately, Jordan Meese had dropped the class, so we had to divide up the work he was supposed to do among us 5. The updated responsibilities are as follows:

* Michael Gee: group leader; manages the group; makes sure tasks and goals are completed on time; schedules the group meetings; programs player and character movement; updates the OPPM
* Leopold Frilot: programmer and documenter; tracks everything the group does; manages the tech behind the group including GitHub and Discord; programs game logistics such as saving and scene management
* Bram Metz: environmental artist; designs the levels and general feel of the game as well as the entities that inhabit it such as enemies, loot, and structures
* Courtland Crouchet: programmer and web designer; manages everything about the website; designs most of the mechanics and second-to-second gameplay that the player will be experiencing
* Angel Martinez: character artist; creates character models and animations to go with them; implements these into the game

**Software architecture of the game**

-level 1, 2, and 3. (talk about design and how the artist went about creating the level)

**Implemented Features** (you can include at most one screenshot of your game prototype)

Features that have been implemented include a temporary animated 3D model with a player movement script which allows the player to move the character via the keyboard’s wasd keys. This script contains a pivot object which is utilized by a camera controller script which gives the player the ability to rotate around the main character and view the world around them. This camera controller script also allows the player to turn using the mouse. This temporary 3D model was originally imported into the game to make sure this movement and camera controller scripts worked properly with the unity animator. Currently only the idle and run animations are currently being used. Once the main character model is made and rigged it will then be replaced with the new animations.

**Actual Member Contributions(as of 3/17/20)**

* Michael Gee:
  + Arranged all group meetings
  + Imported temporary 3D model to test movement and animation
  + Initialized the progress report document
  + Implemented the following scripts:
    - Camera follows the player
    - Camera detects collisions
    - Player movement controller
    - Animation manager
* Leopold Frilot:
  + Set up the forest scene, “level one” to act as a template scene with template UI, Light, Level structure, and other necessary components
  + Created and managed the company GitHub and Discord server
  + Implemented the following scripts:
    - A core game loop script
    - UI updater
    - Saving/loading
    - Sunlight adjuster based on in-game time
    - Scene switcher
* Bram Metz
* Courtland Crouchet
  + Implemented the following scripts:
* Angel Martinez

**Future Plans**

Future-plans include expanding the game into more than three levels, adding new bosses, items, and quest that Pablo can go on. A possible hard mode will be implemented which players can beat on a shorter time crunch. When the player beats hard mode, they will unlock access to special developer weapons which will have different effects on enemies. An example of this would be a weapon that allows Pablo to one shot enemies to make replaying the game a fun experience for those who have already beat it. Other future-plans include a potential sequel to the game. Where Pablo goes on another adventure, except instead of recovering his mother’s groceries he now has a new task to complete, and new imaginative monsters to defeat. The sequel can happen outside of Pablo’s home neighborhood, with many different possibilities for quest and items to unlock.