Creating Your Own Game

The second week

Space Race!

Group B
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Achievements of this week

Networking:

- Added team options
- Added correct calculation of camera of different teams
- Added correct synchronization of player disconnects

World generation:

- Custom room generation
- Automatic item spawning
- More textures
- Static placeholders to aid map building
- Random map script generation
- More interactables
- Raycast lasers

Player/Enemy logic:

- Physics of player movement
- Player health and attacking support
- Enemy logic, following of players
- Winstate at the end and back to lobby

Honorable mentions: Lobby system, basic camera follow system for (2v2) setup, PoC character design and animation, music, improved gamelogic

Random Map Scripting

```
<OBJECTS_GENERATION>

create_object LASER
{
    set_min_distance 8
    set_max_distance 10
    set_length 3
}

create_object ITEM
{
    set_min_distance 17
    set_max_distance 20
}

create_object ITEM
{
    set_min_distance 4
    set_max_distance 9
}

<ENEMY_GENERATION>

create_mob {
    set_min_distance 5
    set_max_distance 8
    set_group_size 3
    set_loose_grouping
}
```

```
create_wall {
    set_min_distance 10
    set_max_distance 15
    length 8
    length_variation 3
}

create_wall {
    set_min_distance 6
    set_max_distance 9
    length 6
    length_variation 3
}
```

Demo

Next week

01
- Correctly synchronize entities
- Sound effects
- Animations

02
- Design custom rooms
- Refactor entity spawning into a modular approach
- Disconnect items between the two sides of the map
- Allow easy connections between intractable and doors

03
- Sabotaging of other team
- Vision cone

Questions?