



Creating Your Own Game

The first week

Space Race?

Group B

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uitwerken

DunGeon

- generative
- Networking
- Player movement

Saboteren
objectives
assets
enemies

Story
Polish
Sounds

- 2VZ

- Race
objective

- 3D

- gen er out ?

daily startup
~ 15 min

retrospective
maandag

NET

Simon

Lucas

Philipp

Michiel

ERTY

Gen

Bris

Raven

Sytze

Wessel

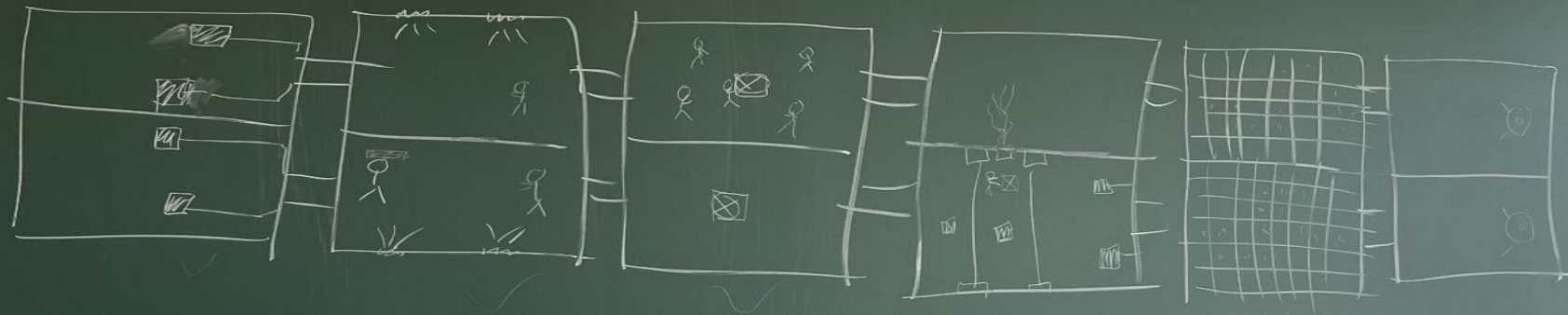
PM

OWEN

Tessa

Yfom

///



engineer

- bomb type
- robot

soldier

- screen up
- weapon player

Scientist

- speed
- monster bite

Harder

- 6 dig 65



Achievements of this week

Networking:

- Implemented LAN multiplayer
- Synchronization of world state/variables
- PoC: Basic camera follow system for teams
- PoC: Player chat, names

World generation:

- Implemented procedural room generation
- Implemented procedural wall and corridor generation
- Seed based generation

Player/Enemy logic:




- Physics of player movement
- Player health and attacking support
- Enemy logic, following of players

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

Backlog

PSE B

Add status update

Main board

Roadmap

+ New view

Filter by keyword or by field

Discard

Save

Backlog 8

...

Tasks that have to be done

Draft

Player - health system & damage system

Draft

Player - limit movement to camera view

Draft

Player - team dependent camera view

Draft

Player - player stacking

Draft

Displaying in game performance (i.e. FPS, ping)

Draft

Generative - Create parser for Random Map Scripts

Draft

QoL - Interaction indicator (outline)

Draft

Pause menu (ESC key)

+ Add item

Planned for next sprint 4

...

This item hasn't been started

Draft

Networking - Broadcast system for finding hosts

Draft

Fixing unused files

Draft

Splitting file logic where ever possible

Draft

Removing unused branches

+ Add item

Current Sprint 9

...

This is actively being worked on

Draft

Player - Pressure plate and door

Draft

Player - interacting with objects (button)

Draft

Player interactions - moving objects

Draft

Player - item system

Draft

Networking - Sync map objects between clients (i.e. pillar)

Draft

Networking - Removing players on other clients on disconnect

Draft

Generative - slice partition creation

Draft

Networking - Lobby/Team creation

+ Add item

Ready to review 5

...

Draft

Player Interaction - Combat PoC

Draft

Combat - Enemy class

Draft

Combat - Attacking Enemy

Draft

Networking - Spawning players on join

Draft

Player - Wobble animation

+ Add item

Completed 12

...

This has been completed

Draft

Gen - Merge floorplan and walls

Draft

Generative - Hallway generation

Draft

Generative - room generation

Draft

Networking - Moving from localhost to client ip

Draft

Player movement - walking

Draft

Player movement - acceleration

Draft

Player movement - jumping

Draft

Player movement - variable gravity

+ Add item



Demo



Next week

01

- Finalize world generation by mirroring it and spawning objects and enemies
- Start creating user stories for gameplay features, important for end of week 2/week 3 features

02

- Finish enemy logic and main game loop, so that you can finish the game and restart it

03

- Add team and lobby logic (2 vs 2) so players can select teams either themselves or randomly and battle each other at least timewise without sabotaging



Long term

01

- Make the world transparent when players are standing behind objects or walls

02

- Visual assets
- Animations
- Sounds
- Music

03

- Sabotaging the other team
- Adding vision cones through windows so you can't always see where the other team is

Nice to have: Proximity chat, ip broadcasting, UPnP support, random map script, controller support

Assets

