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| Tri-Dye |
| Chroma Cosmos |
| **“Defend Space with a Palette of Plasma”** |
| Version #1  All work Copyright © 2020 by Tri-Dye Games.  All rights reserved. |
| **Matthew Naruse – 300 549 638** |
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**Insert a Company Logo here**

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| Last Updated: July 23, 2020 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

July 13th 2020

*\* Parted ways with Group, now working individually*

**Code**

* Imported code from the Class Framework (as of Week 8)
* Started laying out Projectile Class
  + Logic currently stored in PlayScene for “firing”
  + Currently only set up for Player Bullets
  + **~~To Do~~**~~: Work on Bullet Garbage Collection~~
    - I think I may have it working temporarily
* Handling Keyboard Input
  + A, S, D, AS, SD, AD
  + Bullet colours now change correctly

**Documentation**

* Started Version History
* Started github repo
* **~~To Do:~~** ~~Finish up High Concept Statement~~ ***Completed July 14th, 2020***

July 14th, 2020

**Code**

* Cleaned up GetBulletColour() logic
* Added Placeholder Enemy Sprites
* Collision Detection working
  + Logic contained within CheckHitbox() in GameObject class
    - *If given points X & Y are within the GameObject’s bitmap area, then return True. Else False.*
* ~~Possibly remove Enemy Class~~
  + Alien Class extends Enemy Class
* **To Do**: Reorganize logic to better locations ***(On-going)***

**Documentation**

* ~~Rough Draft of High Concept Statement completed~~
  + Was told I do not need to resubmit. 🡪 Submitted anyways

July 18th, 2020

**Code**

* Implemented MenuButtons
* Redesigned Placeholder Assets
* Refactored code and prepared for submission

**Documentation**

* Updated Version History
* Submitted Part 2 – First Playable

July 23rd, 2020

**Code**

* Implementing Bomb Object
* Started design of enemy waves

**Assets**

* Reworked Aliens

**Documentation**

* Expanding GameDesignDocument

July 31st, 2020

**Code**

* Refactored and Organized files
* Moved Collision Detection to a Manager Module
  + Moved some Collision Detection from play.ts
* Moved Keyboard controls to a Manager Module
  + Moved keyboard listeners from play.ts
* Re-enabled Scrolling Background

**Assets**

* Implemented new Alien Assets
* Implemented Laser Sound Effects, not yet finalized
* Implemented Alien hit sounds, not yet finalized

**Documentation**

* Updated Version History
* Expanded Documentation

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*(what your player can do in the game?)*

1. **Camera**

*(Point of View)*

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**
3. **Scoring**
4. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*