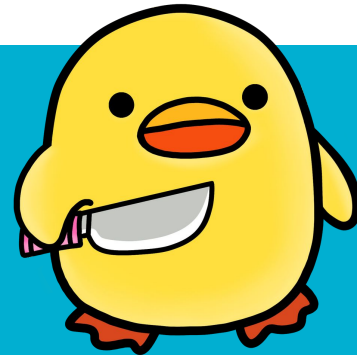


Ducks: Duck Quest Status Update

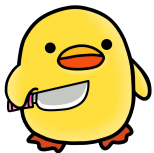
Ryan Stenersen - TL6



Mobile Game

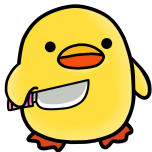


Duck Quest

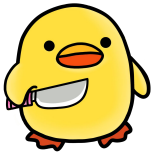
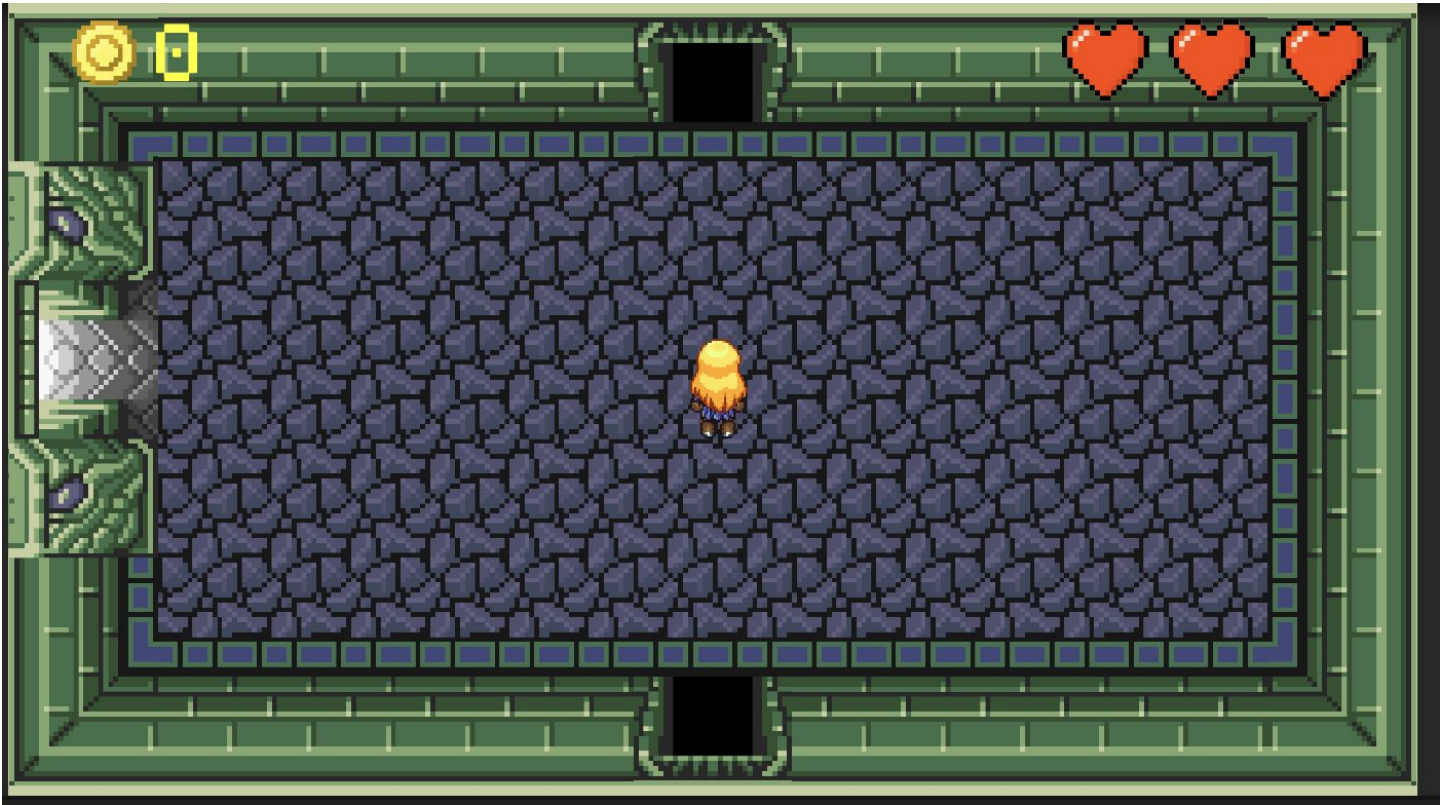


Teammate Roles and Deliverables

- Michael
 - Created dungeon area with multiple rooms
- Mikayla
 - Implemented a boss enemy in the dungeon
- Tyler
 - Added more weapons
 - Bow
 - Bombs
- Ryan
 - Mobile Controls
 - Dialogue with NPCs

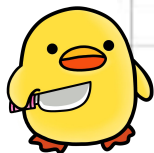


Dungeon



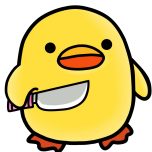
Gantt

	predicted time(hrs)	time spent(hrs)	Status	key
Michael				
Initial level build	2	2	complete	▼
implementing flags	4	3	complete	▼
Designing the Town	6	4	complete	▼
Designing the dungeon	6	5	complete	▼
Programming the town	4	3	complete	▼
Programming the dungeon	6		this week	▼
Documentation	4		planned	▼
Testing	3		this week	▼
Installation	1		planned	▼
			planned	▼
			planned	▼
			planned	▼



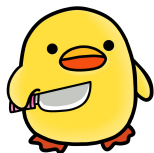
Prework Checklist

Michael					
Item	Complete	Notes			
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	Still need to finish dungeon coding			
Test Plan (30+ Tests)	<input type="checkbox"/>	Most of my tests are done or planned to be worked on			
Prefab w/ Documentation	<input type="checkbox"/>	Prefab is done working on the documentation			
Dynamic Binding	<input checked="" type="checkbox"/>	Done, will be done with the grass block where if the static binding is disabled it will not drop a heart.			
Copyright Violation	<input checked="" type="checkbox"/>	Done, my argument will be, although, I am using the spritesheet from "The Legend of Zelda: A Link to The Past".			
Pattern (one big or two small)	<input type="checkbox"/>	Working on the dungeon coding but will fall in line with			



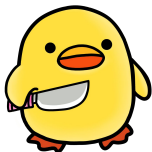
Gantt

Mikayla			
Planning and Setup	8	8	complete ▼
Basic Enemy Creation	10	10	complete ▼
Boss	8	10	complete ▼
Spawning and Waves	2	1	this week ▼
Polishing and Optimization	5		planned ▼
Testing/Deployment	8	16	this week ▼
totals	41	45	



Oral Exam Prework Update

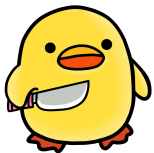
Mikayla		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	
Test Plan (30+ Tests)	<input type="checkbox"/>	25 tests complete
Prefab w/ Documentation	<input checked="" type="checkbox"/>	
Dynamic Binding	<input checked="" type="checkbox"/>	
Copyright Violation	<input type="checkbox"/>	Have to make my argument, but idea is done.
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Decorator Pattern



Oral Exam Prework Update

```
5 public class Enemy : MonoBehaviour
105
106 //public void Attack()
106 9 references
107 public virtual void Attack()
108 {
109 // Check if the player implements IDamageable
110 IDamageable damageableObject = target.GetComponent<IDamageable>();
111
112 if (damageableObject != null)
113 {
114     animator.SetBool("IsAttacking", true);
115     // Inflict damage
116     damageableObject.OnHit(Damage);
117     Debug.Log("Enemy attacked the player!");
118     ApplyKnockback();
119 }
120 else
121 {
122     Debug.LogWarning("Player does not implement IDamageable!");
123 }
124 }
125
```

```
5 public class Boss : Enemy
6
7 4 references
8 public override void Attack()
9 {
10     if (rangedAttack != null)
11     {
12         // Use the decorated ranged attack behavior
13         rangedAttack.Attack();
14     }
15     else
16     {
17         Debug.LogWarning("Ranged attack behavior not initialized.");
18     }
19 }
20
```



Gantt

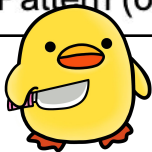
Ryan				
Class Diagrams and Organization	7	10	complete	▼
Gather Assets and Plan	5	5	complete	▼
Main Menu Design	2	2	complete	▼
Main Menu Implementation	2	2	complete	▼
Pause/Inventory Design	2	2	complete	▼
Pause/Inventory Implementation	5	10	complete	▼
Game Sound Integration	2	2	complete	▼
Player HUD	4	3	complete	▼
Mobile Support	2	4	this week	▼
Testing	2		planned	▼
Version Control	1		planned	▼
totals	34	40		



Oral Exam Prework Update

Ryan

Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	Need Testing and Improvements
Test Plan (30+ Tests)	<input type="checkbox"/>	Test plan: Inventory, Dialogue, UI
Prefab w/ Documentation	<input checked="" type="checkbox"/>	Key Prefab
Dynamic Binding	<input checked="" type="checkbox"/>	Sound Effects
Copyright Violation	<input checked="" type="checkbox"/>	Got background music for game from Spotify
Pattern (one big or two small)	<input type="checkbox"/>	state pattern for NPC



Gantt

Tyler				
Create weapon types	3	3	complete	▼
Create tools	3	5	complete	▼
Sprite creation	4	3	this week	▼
Sprite animation	2	2	this week	▼
Implement movement functions	2	2	complete	▼
Implement interaction functions	3	3	complete	▼
Implement use functions	3	3	complete	▼
Link animations to functions	1	1	complete	
Implement stat functions	3		planned	
User Documentation	2	1	this week	
Testing	3	5	this week	
totals	29	28		



Oral Exam Prework Update

Tyler		
Item	Complete	Notes
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	Will be finished by the weekend
Test Plan (30+ Tests)	<input type="checkbox"/>	Plan on making tests for player and related item functions
Prefab w/ Documentation	<input type="checkbox"/>	Have prefabs, need to document
Dynamic Binding	<input checked="" type="checkbox"/>	Sword -> basic/magic swords
Copyright Violation	<input checked="" type="checkbox"/>	Borrowed sprites without proper crediting
Pattern (one big or two small)	<input type="checkbox"/>	Plan on introducing private class data (weapon stats) and memento (player condition)

