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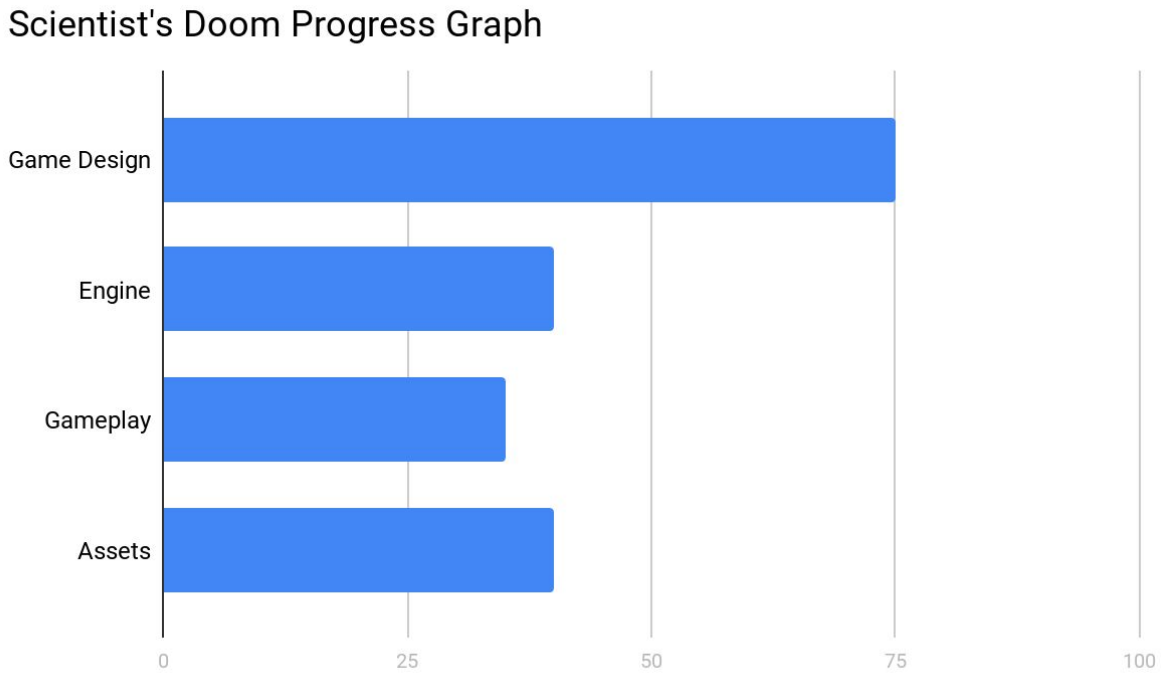
Scientist’s Doom

(Report 2)



Project State

Game Design - We have produced the Game Design Document, which summarizes our intentions, regarding Scientist’s Doom. It includes all the details for graphics, enemy types, characters, story, game modes etc.

Engine - Ability system has been designed and almost fully implemented. Skill interactions have been introduced. We added support for adding sound effects to objects. Inventory system has been added, and it supports loot and soul pickup events. The enemy AI has been improved. Enemies can attack the castle, and when hit by the player, they retarget and follow him.

Gameplay - Players can now interact with each other’s skills. These interactions and skill relations are visualized in the Game Design Document. Players can now kill enemies, experience the day-night cycle and spawn their own mountable turret. The game now features a basic menu, which allows for starting a game, quitting it, changing video settings etc.

Assets - We have added new ability effects and animations, new weapons and loot models. The map has received minor changes, including grass and rocks spread throughout. We have also recorded some sound effects examples, added a video to the menu screen, changed the UI and done some other minor changes and touch-ups.

Work Done

Petr Ježek - 210 h (+150 h)

- Ability and skill system (ability effects, functionality), sounds, villager model, cape models, main menu, menu loop diagram

Vojta Vavera - 180 h (+120 h)

- PatchKit delivery system setup, castle healthbar, enemy AI (primary target castle, retarget when hit), developer console, enemy stats, death animation, custom mouse cursor, barbarian weapons (hammer, double-bit axe), sounds (footsteps), wizard cloth cloak setup, menu loop diagram

Mira Müller - 40 h (+5 h)

- Mountable turret

Franta Čmuchař - 65 h (+ 35h)

- Enemy AI improvements, enemy healthbars, basic inventory (loot + souls), enemy loot dropping

Zbyšek Sedláček - 3h (+3 h)

- Initial team meeting, networking research

Future Plans

Game Design - Because the game's theme, overall design and 90% of the features have been discussed and agreed upon, there is not much we want to focus on in this department. We will most likely add changes and the details to the Game Design Document as we go, though.
Engine - We will hopefully implement level switching, end game conditions (player/castle death, win...). Until the next report, a functional networking solution should also exist. At the moment, the focus is on finalizing menus, so that we have a way to navigate through the game and test various features
Gameplay - We will focus mainly on the storyline and progress (xp, shop, skilltree) through levels, which includes balancing combat parameters such as damage and health.
Assets - We need to model the scientist, finish barbarian's last ability, work on map decoration (wildlife, greenery etc..). In the sound department, we want to start adding ability sound effects, ambient noises and finalize footstep sounds.

Vojta Vavera - storyLevel management system + endless mode, castle shop system (upgradable weapons, abilities), map decoration, sounds
Petr Ježek - Ability system, castle shop system (upgradable weapons, abilities), Menus, scientist model, sounds
Fanda Čmuchař - environment wildlife AI, testing, profiling
Mira Müller - Turrets (models, behaviour)
Zbyšek Sedláček - networking