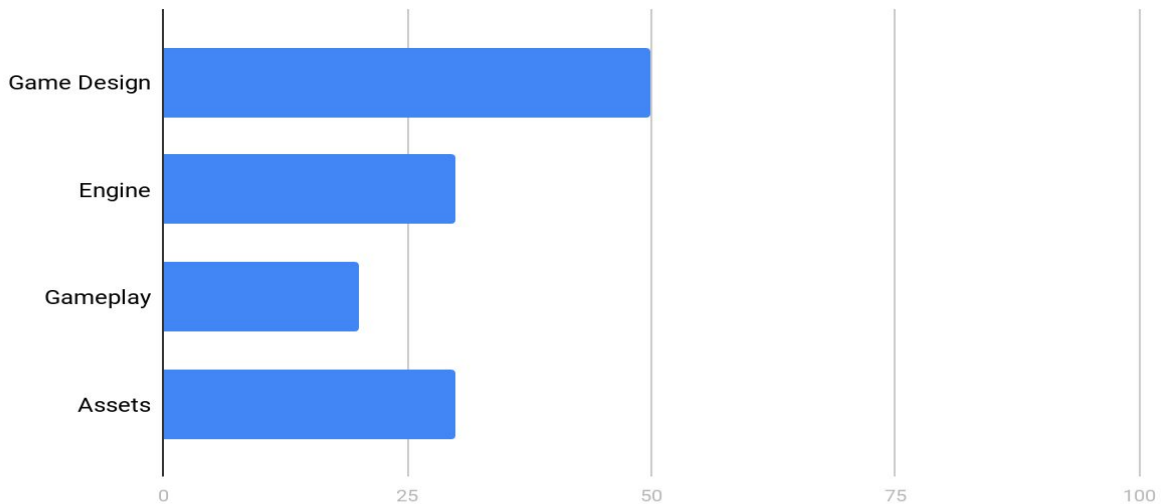


Scientist's Doom

(Report 1)

Scientist's Doom Progress Graph



Project State

Game Design

We are fully decided on the game's main theme, but need to finalize ideas, mainly on the skill and combat system.

Engine

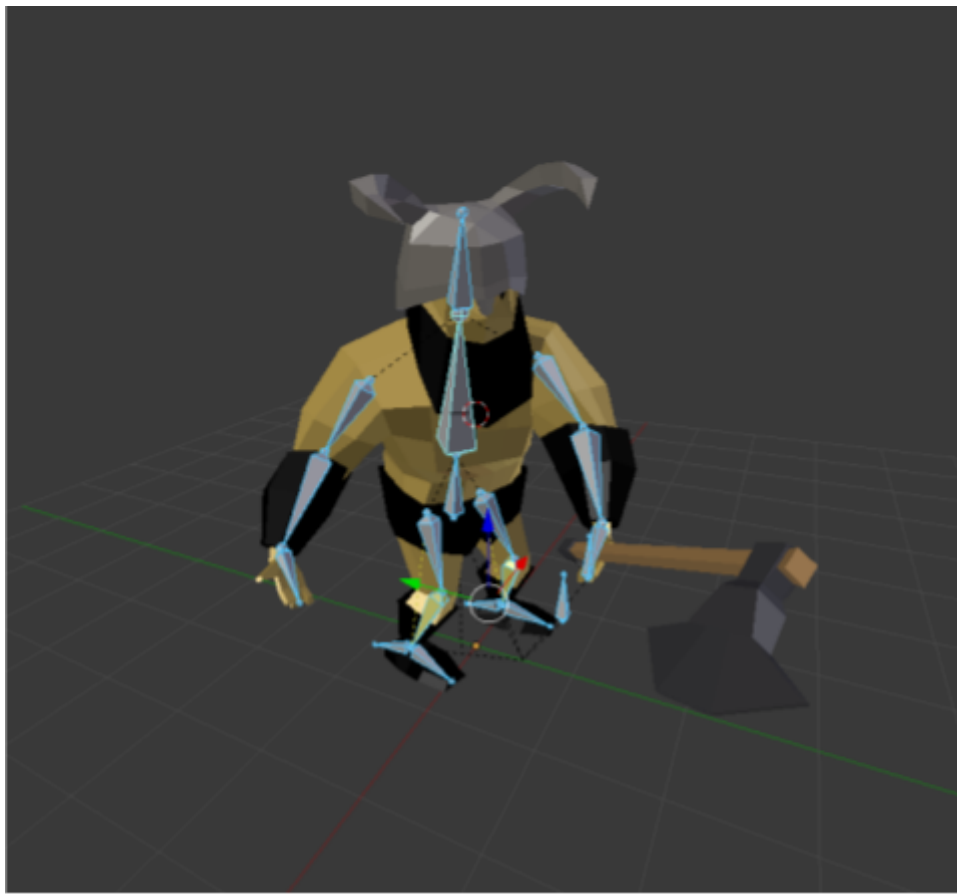
Functional and easily tweakable forest generator, enemy spawner, UI controller with in-game character swapping for easier dev access. The camera behaviour and movement has been almost fully implemented. (may be changed after gameplay testing later). In-game raw screenshots have been implemented.

Gameplay

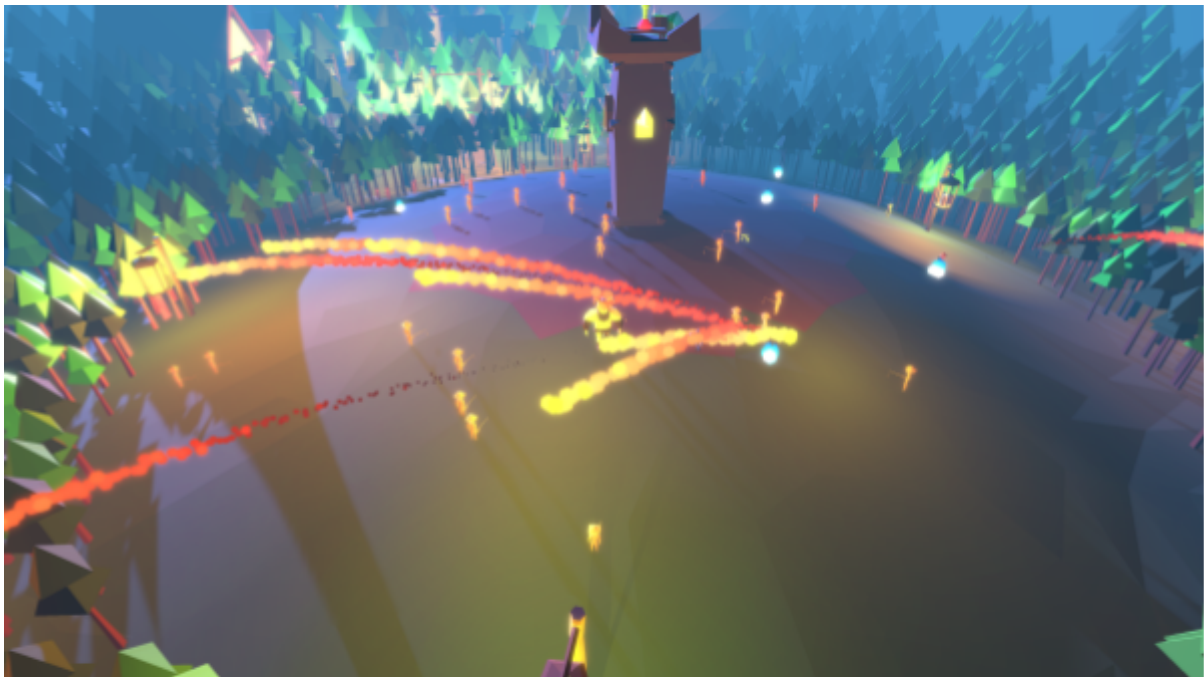
We have two characters, both with one basic ability that can hit enemies and kill them. Enemies spawn around the map and siege the castle, or if hit by the player they chase the character.

Assets

So far, we have modelled 3D models for our trees, village, map terrain, Barbarian and Wizard characters, castle and some other smaller assets. Our characters also have idle, run, attack and death animations already incorporated into the gameplay.



Character with armature setup



In-game screenshot

Bonus

We have created our game's website, so that we can present the project to gamers all around the world! Go check it out!

<http://scarcegames.com/>

Work Done

Petr Ježek - 60 h

- scene setup, castle model, tree model, tree generator, wizard asset, navmesh setup, terrain, lighting, post FX, day/night cycle, particle effects

Vojta Vavera - 60 h

- animations, barbarian asset, tree generator, village asset, player movement/stats, camera behaviour, multiplayer (deprecated), navmesh setup

Mira Müller - 35 h

- tower AI, chicken tower asset

Franta Čmuchař - 30 h

- enemies spawn, enemies navigation (castle/player)

Future Plans

The main goal for the following week is to get the combat system running with a bunch of skills to test out, and to start making the design document for next report. We also want to tweak the map design and maybe add obstacles. We want to make several more models, so that we can start working on the trailer and cutscenes. Focus will also be put on the multiplayer coop, because we need to figure out the optimal technology and approach for our use case.

Vojta Vavera - animations, cutscenes, map obstacles

Petr Ježek - enemy models, more detailed castle model, main scene polish

Fanda Čmuchař - enemies health bars, enemy attack player and castle

Mira Müller - tower controlled by player w/ camera transition