Petr Ježek
Vojtěch Vavera
Miroslav Müller
František Čmuchař

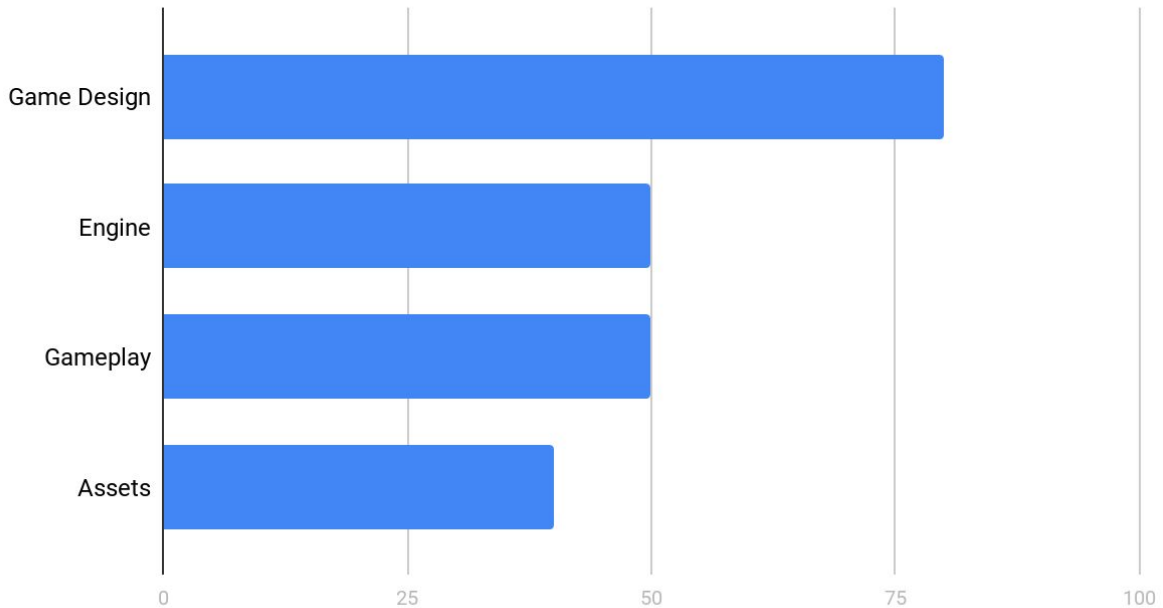Team 3
Report 3

12.19.2018

Scientist's Doom

(Report 3)

Scientist's Doom Progress Graph

Project State

Game Design - No changes.

Engine - Ability system has been completely redesigned, allowing for more flexibility later on. Skill interactions mostly functional. Smarter enemies, added prototypes for ranged enemies. Functional shop, that sells character specific weapons. More advanced developer console that now supports commands with parameters. We have also changed the camera implementation slightly, so it rotates smoothly even with Huntress's dash ability.

Gameplay - Added Huntress. All abilities implemented, at least on a basic level. Players can level up their characters and purchase items from the shop. Hit damage markers now show damage inflicted on each enemy hit.

Assets - New character - Huntress

Petr Ježek   Team 3   12.19.2018
Vojtěch Vavera   Report 3
Miroslav Müller
František Čmuchař

Work Done

Petr Ježek - 300 h (+90 h)
- Ability/Weapon system redesign, hitmarkers, script optimization, huntress model

Vojta Vavera - 230 h (+50 h)
- Shop, console commands, audio fix, project cleanup, huntress rig, new lighting color scheme

Mira Müller - 40 h (+0 h)

Franta Čmuchař - 85 h (+ 20h)
- Ranged enemies

Zbyšek Sedláček - 4h (+1 h)
- Networking research

Future Plans

Game Design - None.

Engine - Level switching, menus, finalize shop. Implement siege machine. We will most likely also try to implement some sort of multiplayer, but the gameplay and game feel is much more important at the moment. Sound management system.

Gameplay - Story/Endless mode. Sounds and background music. Siege Machine.

Assets - Priority no. 1 is the Scientist. We will begin to produce some cutscenes for the trailer and level transitions as well as some other models for the environment.

Vojta Vavera - level switching, story/endless mode, sound, trailer
Petr Ježek - menus, scientist, sound, abilities fine tuning
Fanda Čmuchař - ranged enemy, siege machine enemy
Mira Müller - turrets
Zbyšek Sedláček - networking