Infinite Dungeon

Nicholas Nguyen

Milestone #2

Game State

Describe the state of the game demo as it is in this point in time. Describe which features you were able to implement and any changes to your game idea that are different from the game pitch.

I got most of the basics done. Like if game demo day was tomorrow, I'd be fairly satisfied. But there's always more to implement! I think since the last checklist, I mostly implemented the high score system. But since the first milestone, things have really become much more elegant and user friendly I think. Everything from a tutorial to a health bar and damage have been added. I'm really happy with how progress on the game has been going.

Setbacks

Describe the problems you were having and any solutions discussed during the meeting. If no solution presents itself, how will you proceed?

These gosh dang shooting enemies. I tried working on them for a bit, but I couldn't figure out how to get them working. Or rather how to get their underlying mechanics in place to get them working. Also, in my original design, I envisioned bosses at the end of each level. I'm not completely scrapping that idea, but I don't think it would add a ton to the game relative to the amount of work it would take to implement.

Also, trying to imagine how I would implement a boss enemy at the end of levels like I envisioned hurts my head. So I doubt that I'm gonna go through with that plan. That and adding dead ends. I think that would just complicate things alongside now needing to implement a map.

Goals

Describe where you want the project to be by the next milestone or game demo day.

By game demo day, I primarily want high scores to be working and writing to a file successfully and the projectile shooting enemy to be implemented. If I get those settled out, I think I would want to add sound to my game. That and controller support. I saw some people try to play my

game on the keyboard and really struggle. I think a controller would be a much more intuitive and ergonomic way to play. But again, this is if I have a lot of time leftover