

Infinite Dungeon

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Milestone 1

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.

The game currently has a lot of its main features. Procedural generation of the level, shooting and killing enemies, and getting upgrades as you clear rooms. Overall I think the base design of the game is pretty solid.

Setbacks

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

I haven't implemented damage yet because I feared getting hitt, the hit procing a million times and instantly annihilating the player. But during the meeting, we came up with the idea of an invincibility timer that I'll probably implement.

I also haven't implemented the shooting enemy yet. This one might be chalked up to laziness to be honest.

Goals

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

By the next milestone, I want to have multiple levels. This will involve setting up stairs if you clear the final room, and generating a new dungeon map if you clear the level and move on. Now that I think about it, I probably shouldn't have made the atlas object which handles the rooms into a singleton since I'll need multiple atlases. Eh, I'll fix that later.