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CAP 3032

Final Project – Iteration 2

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## “Squared” – Iteration 2 Summary

### The Iteration

As requested in the guidelines, I have created an experience that is much more whole than before. I have made a basic start menu, 2 complete levels, and a “You Win!” screen (from which you can return to the menu). Collisions all work very well (with two points, one on each side of the square's bottom), and the movement of the square now feels far more natural with my implementation of gravity. Placeholder music and basic instructions have also been included.

### Feedback

My group members agreed that I had a good base for my game, and mostly began suggesting different possible stages for it. Some suggestions included having the platforms move around (possibly with perlin noise), and including enemies of some sort. I already have plans to implement the latter with an enemy square whose movements will mirror your own, and whom you will have to creatively dodge using platforms. Other stages I suggested, and which were well received, included a stage where the platforms become more see-through as you go through the stage, and a stage where the square gets bigger as you go along

### Goals for Next Iteration

For the next iteration, I would like to implement at least 2 more stages, and give the square more of a voice with some mildly witty dialogue. This game is inherently rather short, but I aim for it to be fun, and maybe elicit a small chuckle or two along the way.