**Will-o- Wisp**

**Team #4**

Semester Project – Checkpoint 1 / Alpha Release Report

CIST2745-AI-Team4 Team 4 the Last Ones

Members :

Burrowes, Shantell

Dunams, Brittney

Gattis, Alexander

Nealin, Robert

Ruiz, Brian

Alpha Version 0.001

Task for this build was to get the basic gameplay and placeholders working.

Completed Task:

Player – Placeholder sprite and animations, Controls (movement, attacking)

Wisp – Placeholder sprite and animations, Follows player

Environment Assets – Trees, Structures

Beta Task Remaining:

Player – Finished sprite and animations, Health, Player camera

Wisp – Finished sprite and animations, Health

Enemies – Sprites and animations, AI scripts (fsm, pathfinding, crowds/flocking)

Audio – Player (attacking, damage), Wisp (damage), Enemies (attacking, damage), Menu, Level BGM

Levels

HUD, Menu, Options

More environment Assets

Game manager to control scene switching

Repo link: https://github.com/DarthKrow13/CIST2745-Intro-Artificial-Intelligence-Team-4