

Milestone 5

- Update on implementation details.
 - Working on coding using a walk through, not going smoothly but managed to add a successful healthbar system to the game.
- Specify how your timeline has changed. Include your old timeline and your new timeline if changed. Be as specific as you can be with your timeline.
 - Only having 1 character and implementing dummy mode for enemy due to time and skill constraints
 - Hopefully going to add a start screen and exit as well as additional attacks and animations.
- Include achievement components, social components, and immersion components of your game.
 - Hopefully you would be able to unlock new characters via playing with the base characters as time goes on.
 - As a multiplayer game end goal the game would likely have social aspects of hazing and competitiveness.
 - Hopefully the animations add to the immersiveness of the environment, the final product would add backgrounds and audio to further add to this goal.
- Discuss the skills required in your game
 - I feel like the key skills in this game would be memory, reaction time, and adaptability. Memory to

remember/memorize characters strengths and weaknesses, reaction time to be able to dodge and attack effectively, and adaptability to allow for new playstyles and countering of opponents used to a character.

- What the goals are of the game (how will the players know what the goals are)
 - The goal is to win the fight, lower enemy HP to 0 before they lower yours. It's kinda like earning bragging rights

- What is the constant feedback that your game provides to the players?
 - Healthbars literally tell you how well you are doing because the goal of any game is to reduce your opponents HP while keeping yours up.

- How does your game make players less self-absorbed?
 - It does not except for when a player loses. For the most part this game is a kind of a survival of the fittest but no character is without weakness and if a player gets too cocky without the skill to justify it they will lose.