# Report

Introduction

Our game is a multiplayer 1-on-1 arena, played on a grid. The novelty is that the grid tiles will shift in height every turn. I mostly worked on code for the prototype, wrote the game design document and created two models.

Contribution towards project (List of tasks you completed)

Writing the GDD

Implementing the grid structure and the A-Star pathfinding

Pair programming the height shift mechanic

Creating the model for the robot and the turret

Self assessment

This project has shown again that I am bad time management when I have to do it for myself.

Comparison of results against concept/design document

Since we decided on a relatively small and barebones project there is barely any kind of change to the initial design.

Discussion of successes

Areas where more work is needed

Areas for further enhancement

The score system needs more developing. Right now the idea only awards points on a damage dealt basis, which runs into a problem when healing abilities come involved.

There are heroes needed that are not just prototypes and the amount of abilities needs to be pinned down.

Additionally since no artist were involved, there are no art assets in any capacity.