Milestone 3 Discrepancies and Alignments

CPSC 427 Winter 21/22 - Team Robinson (Team 13)

Jiayi Fan	55171540	Jean SyJueco	11418150
Alex Ling	27643311	Eric Guzman Skotnitsky	79227559
Jia Ying (Erica) Yang	51803682	Jae Choi	50849141

Alignments with Proposal

For Milestone 3, we completed about half of the goals outlined in our updated proposal. Namely, the following goals were implemented:

a. Begin designing card battle system and visual layout during combat
b. Continue implementing card battle system (includes enemy/Boss AI to respond to the cards the player plays during a battle)
c. Create a basic main menu screen
d. Conduct user and stability testing, along with bug fixes and memory management

Discrepancies with Proposal

Two goals initially intended to be completed for Milestone 3 have been pushed back to be accomplished for Milestone 4:

a. Set up a scrolling tilemap such that only part of each biome is rendered at a given time, and follows the player's character as they move
b. Add background music (potentially different according to the current biome the player is in)
c. Finalize character pathfinding
d. Implement an inventory for the player to manage their card deck

Point (a.) was re-done from our initial attempt in Milestone 1. Progress has been made such that the map for each biome is now pre-designed rather than randomly generated. The scrolling feature has also been done such that the map scrolls along with the character's movement. However, other aspects associated with the map (having assets such as Chests/Enemies remain at a fixed point in the map) have not yet been ironed out, so we have delayed integrating this feature.

Point (c.) has certain bugs that we have yet to resolve as well, and as such, has not been integrated.

Point (d.) has been partially completed, in that during a card battle, cards in the player's hand are first drawn from the player's inventory or deck. However, displaying and managing looted cards are still performed through the terminal rather than visually. This will be completed in Milestone 4.

One goal that was not initially described for Milestone 3 has also been accomplished, but is done on a very basic level that does not yet store all information associated with the game:

    a.   Implementing a save feature for reloadability upon game exit and restart