

Milestone 2 Discrepancies and Alignments

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

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Alignments with Proposal

For Milestone 2, we completed about three-quarters of the goals outlined in our updated proposal. Namely, the following goals were implemented:

- Create sprite assets for cards, enemies, and Bosses
- Implement a starter biome that acts as world hub
- Implement maze generation for when the player collides with an enemy
- Begin designing system to generate cards, along with assigning attack strength and health
- Introduce ability to acquire cards from chests
- Add basic audio feedback (e.g. sounds for opening chests, acquiring cards, etc.)
- Handle sprite sheets to support animations
- Add character pathfinding (i.e. player can move character by clicking on the map)
- Create a basic set of instructions that can be brought up during gameplay
- Conduct user and stability testing

Discrepancies with Proposal

Five goals initially intended to be completed for Milestone 2 have been pushed back to be accomplished in Milestone 3:

- Begin designing card battle system and visual layout during combat
- 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
- Add animations for opening chests and when player's character is idle
- Continue implementing card battle system (includes enemy/Boss AI to respond to the cards the player plays during a battle)
- Create a basic main menu screen

Point (b.) was partially completed in Milestone 1, but never integrated with the rest of the codebase. However, since each biome is procedurally generated (but simply uses different textures) the scrolling tilemap can be applied to each biome.

Although Point (c.) was not fully completed, shaders have been added to support sprite sheet animations. It should be noted that sprite sheets and animations were added for other entities, just not specifically for the character and chests (as per our goals), which still switch between different textures.

Additionally, card generation and acquisition were implemented, but card management had to be pushed back to Milestone 3 as well. Similarly, character pathfinding was partially implemented, but significant work was done. Goals intended to be developed during Milestone 3 have also been delayed till Milestone 4.

The following goal has been since removed from our development plan too:

- a. Implement treasure map that updates according to defeated Bosses/completed biomes