

Milestone 1 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 1, we met most of the goals outlined in our original proposal. Namely, the following goals were implemented:

- Define basic components and entities (e.g. player's character, enemies, Bosses, etc.) according to Entity-Component-System design pattern
- Create common sprite assets (e.g. chests and tiles used for the map)
- Implement basic character movement (i.e. input is determined by WASD keys)
- Set up a static tilemap for one biome of the island
- Include basic enemies with pre-defined movement and simple player detection
- Implement basic collision detection (i.e. player's character does not extend beyond boundaries of biome or intersect with objects such as chests)

Discrepancies with Proposal

Two goals initially intended to be completed for Milestone 1 have been pushed back to be accomplished in Milestone 2:

- Begin designing system to generate cards, along with assigning attack strength and health
- Implement a scrolling tilemap such that only part of the biome is rendered at a given time, and follows the player's character as they move

Point (b.) was partially completed, however we believe there's a better way to implement it and it has yet to be rigorously tested.

Further, the Game Proposal has been updated to include a Rogue-Lite element; namely respawning the player at the start point upon death.