

Potential Game Names and Ideas

- Particle Annihilation
- Remix
- Battleship Fiasco
- Neon Attack
- Neon Warrior
- Deep Space Shadow Nation
- Primal Battleship Maxx
- Monster Valkyrie Apocalypse
- Armaggedon
- Commando
- Retro Commander
- Neon Commander

Ideas

EMU cheat

Options? - Player colour, resolution, sound

Enemy that splits into smaller enemies?

SCRUM MEETING LOG

Week 1

SCRUM MEETING

28-8-2014

- Mock screens to be worked on today.
- Hopefully finish off the documentation today.
- Documentation was worked on yesterday.

SCRUM MEETING

29-8-2014

- Added some work to the prototype yesterday, added gamepad support, created a new player sprite.
- Today mock screens will be finished.
- More Documentation.

Week 2

SCRUM MEETING

3-9-2014

- Mock up screens were finished friday.
- Documentation was virtually finished friday.
- Today we are working towards implementing our game states.

SCRUM MEETING

4-9-2014

- Today - Player movement started, camera movement started, linking of game states.
- Yesterday game states were implemented but not completely finished with links.
- More Documentation was done.

SCRUM MEETING

5-9-2014

- Yesterday the player movement was started along with a few of the game states having more content and functionality added to them.
- Today more work on player movement, camera function and game states.

Week 3

SCRUM MEETING

11-9-2014

- Yesterday we worked on implementing forces and new enemies.
- Today we are continuing to work on player forces and spawning enemies in.

SCRUM MEETING

12-9-2014

- Yesterday forces were added to the players movement and the enemies were started.
- today we hope to finish both enemies.
- Jarrod - working on missile enemy
- Heath - working on particle engine to try and make it more efficient.
- Richard - working on the seeker enemy.

Week 4

SCRUM MEETING

17-9-2014

- Last week we worked on getting our first two enemies working. not quite finished but getting there.
- Today we will be working on some documentation and hopefully adding to the enemies.

Week 5

SCRUM MEETING

26-9-2014

- Last week we started on powerups, added new enemies, made a few fixes to the older enemies.
- Yesterday the menu state was basically completed with being able to be controlled using the gamepad.
- Today we are working on powerups and doing more to the rest of the game states.

Week 7

SCRUM MEETING

8/9/10-10-2014

- Over the holiday break the power ups were completed, Menustate was completed and new art was added.
- Throughout the week we finished the explosions, collisions, game boundaries. Polished Power Ups. Almost completed the Help State.

Week 8

SCRUM MEETING

15-10-2014

- Working on getting a survey done for game testers, creating the pause state.

SCRUM MEETING

16-10-2014

- Yesterday we worked on the pause state, keyboards controls and sound input.
- Today we hope to finish the entire game for submission tomorrow.
- Finish sound, finish options, finish leaderboards.
- Game will also be tested today.