Milestone 2 Report: 12/12/20 – 31/12/20

# Goals:

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| Goal | Description | Done |
| Attacking implemented | On the press of a button the player will attack in front of them. They will play an animation showing this. Methods will be created to allow the player to deal damage. | The PlayerAttack script will let the player attack. On pressing a button, the player will attack in front of them, playing an animation. The code will have set up a way to deal damage when there are enemies.  YES  The attack creates an attack object. Attack object does not “deal damage” yet, as there will need to be enemies to take damage, but this goal has been reached. |
| Blocking implemented | On the press of a button, the player will lock in place with their shield raised. No attacks will hurt them if they come from the direction the shield is facing. | The PlayerBlock script will let the player block. On pressing a button when on the ground, the player will stop moving and the blocking animation will play. The code will have a way to stop damage when there are enemies.  YES |
| Dashing implemented | On the press of a button, the player will quickly move a set distance backwards. They will become invincible while moving. | The PlayerDash script will let the player perform a backDash. On the press of a button, the player will quickly move a set distance backwards. They will become invincible while moving.  YES |
| Art assets implemented | All art assets that have been made for the Player are in the game, and those that map to functions worked on in this sprint have been applied. | YES |
| Added Goals |  |  |
| HP script created and implemented | Working on other scripts revealed that the players HP script would need to be made during this milestone.  HP Script:  The player can take damage and has a tweakable amount of health.  The player can be made invincible from damage.  The player can take damage. If invincible or blocking from the right direction, damage can be avoided. | YES |

Discussion:

Milestone went well considering the time it happened in. Christmas events, curveball issues that took up more time than expected (and several that were completely unexpected), threw me a little off, but surprises were expected and so were prepared for. All goals were met, including goals that were added during the sprint.

Milestone 3: 1/1/21 – 8/12/20

This milestone will be back to the regular 1-week schedule.

As a significant aspect of this games development is showing off my programming, the overall goal of this week will be to tidy up the players code to look as presentable and professional as possible. Work on the Hunter will begin this sprint.

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| Goal | Description | To Deliver |
| Refactoring: PlayerAttack | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerAttack will be easy to read and as decoupled as necessary. |
| Refactoring: PlayerBlock | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerBlock will be easy to read and as decoupled as necessary. |
| Refactoring: PlayerDash | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerDash will be easy to read and as decoupled as necessary. |
| Refactoring:  PlayerController | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerController will be easy to read and as decoupled as necessary. |
| Refactoring:  PlayerAnimations | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerAnimations will be easy to read and as decoupled as necessary. |
| Refactoring:  PlayerMovement | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerMovement will be easy to read and as decoupled as necessary. |
| Refactoring:  PlayerHealth | Over the last milestone my coding practices shifted as I moved from each script to the next. In this sprint, I must formalise my style so that each script follows the same style rules and logics to make them all equally readable and understood. Each script is also to be treated as its own object, and is as decoupled as much as it can be. | PlayerHealth will be easy to read and as decoupled as necessary. |
| Meeting:  Discuss art direction and design for the Hunter enemy | During the next sprint I want to focus on the Hunter enemy now that the Player is finished. This week will have a meeting where the Hunter is discussed and planned in detail. | Meeting will occur. |
| Art assets implemented | All art assets that have been made for the Player are in the game, and those that map to functions worked on in this sprint have been applied. | Art assets will be implemented as they are made for the game. |

Notes for Art Assets:

* No out-of-battle art needed at this stage, so all Hunter art should be in “battle ready” pose.
* Style: Hunter is super aggressive. He is clearly trained (so he has good form), but he is particularly ferocious in his attacks.

Art assets needed:

* ASAP
  + Idle
  + Power Swipe
    - As separate animations:
      * Windup
      * Attack
      * End-of-attack
      * Swipe projectile
* NASAP
  + Lunge
  + Laser eyes