Milestone 4 Report: 9/1/21 – 22/1/21

# Goals:

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| Goal | Description | Done |
| Player can deal damage with their attack | The players attack should deal a single instance of damage to enemies. | Done |
| Hunter can take damage | **Important, this will determine how all enemies take damage**: The Hunter should have health which can be depleted by taking hits from the player’s attack. The Hunter will take 1 damage per hit.  On hit, Hunter will flash and be knocked backwards. | Done |
| Hunter – Idle behaviour | When not attacking, the Hunter will have an Idle state. During this state the hunter will play the Idle animation.  The Hunter will not be moving during this time.  The Hunter can turn to face the player during this time. | Done |
| Hunter – Power Swipe behaviour | At a certain point in the animation the Hunter will instantiate a Power Swipe Prefab, facing the same way the Hunter is.  The Hunter will slide forwards during this attack.  When doing this attack, the Hunter will not be able to turn to face the player if the player gets behind them. | Done |
| Hunter – Power Swipe Animation | The Hunter will play an animation with three parts: tell, attack, end-of-attack. These phases will last for a tweakable amount of time. | Done |
| Hunter – Power Swipe Prefab | The Power Swipe Prefab will appear a set distance from the Hunter. It will travel horizontally upon creation in the appropriate direction. It will start moving slow and gradually gain speed. | Done |
| Meeting:  Discuss art direction and design for the Hunter enemy | On Wednesday we will have another meeting to discuss the Hunter’s production. | Done |
| 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. | Done |
| Added Goals |  |  |
| Learn how to program parallax backgrounds | There will be many parallax backgrounds in the game. Figure out how to make them work. | Done |
| Implement parallax background in first level | Make the parallax background in the first level work. It should look like there is a lot of depth in the background. | Done |
| Implement lighting effects in first level | Lighting will make the levels pop. Implement lighting effects to the game’s first level | Done – by Zeb |
| Plan 2 characters – the Helper and the Prisoner | The Helper will be your tutorial guide, and the Prisoner will comment on each successive failure by the player. | Done |
| Design the Helper | The Helper will be the tutorial guide. | Done – by Zeb |
| Design the Prisoner | The Prisoner will be a gleeful and somewhat cruel person behind a cage. You will not see his features, except for his gleeful grin. | Done – by Zeb |
| Meeting for Music | Meet with Yuri to discuss the music needed for the game. | Done |
| Implement tileset | The art for a tileset has been made. Implement it. | Done – by Zeb |
| Design the first level | Have a rough design made for the first area of the game. | Done – by Zeb and Liam |

Discussion:

A lot got done this milestone, and a lot more than originally planned. While the Hunter was intended to be the focus of this month, it is becoming clear that working on the rest of the game should take some precedence to allow the art and sound to grow.

Milestone 5: 23/1/21 – 7/2/21

This Milestone will prioritise building the rest of the game, starting with the first level. Work on the rest of the Hunter boss fight shall come later.

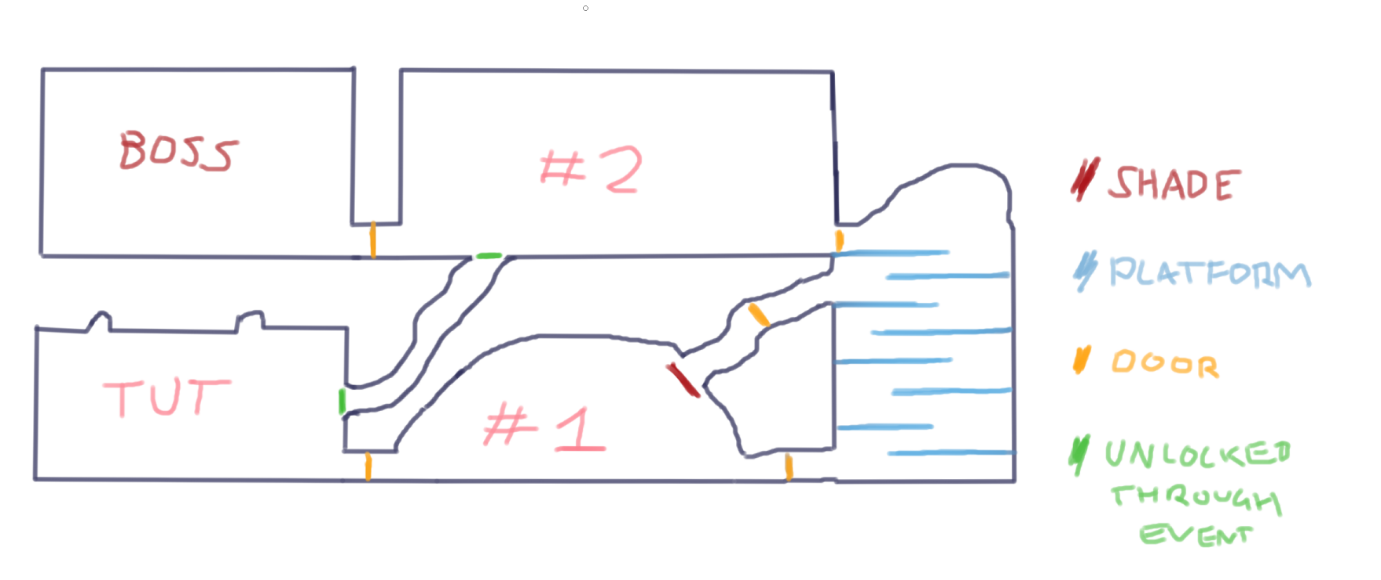
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| Goal | Description | To Deliver |
| Learn how to program a dialogue system | The player will be able to talk to the Prisoner and the Helper at various points of the game. They will also have different things to say depending on the players progress in the game. Learn how to program this system. | Possess the knowledge needed to implement the dialogue system. |
| Implement a dialogue system for the Prisoner in the first level | The Prisoner will have different things to say depending on the players progress. Implement this dialogue system. | The player should be able to stand in front of the Prisoner, press a “interact” button, and proceed through the Prisoner’s dialogue. The Prisoner’s dialogue should be influenced by a Game Manager object that tells the Prisoner how many times the player has died. |
| Design the First level | While the basic design has been made, the specific obstacle within it have not been. We know that we want the player to learn to attack, jump and talk in the first area. Design how these will be taught. | A basic plan for how to teach the player the basic skills of attacking, jumping and talking. |
| Implement the design of the first level. | This may require multiple steps, as it may include developing new objects and structures for the level. | A completed first implementation of the first level. |
| Hold a meeting to discuss the future of the art direction | Discuss as a team what should be prioritised next. | Hold the meeting. |

First Level:

* Idea:
  + Introductory
  + Teaches the player how to play
  + Some smaller challenges
  + Tutorial character – teaches you how to play while adding personality
* Obstacle ideas:
  + Platforming – not many platforming abilities, should not be the main focus?
  + Shade-gate (Hollow Knight) – a gate that stops progress unless you dash through them.
  + Enemies – teach you how to block/parry/dash/jump over obstacles

Idea:

* The game is a cycle from the beginning of the game to the end – boss kills you, you begin again beneath the arena, start over.
* The characters mention this right from the beginning – you’ve done this before
* “Back again so soon?”
* Characters are aware of how many times you’ve died (e.g. through a singleton script that takes note of all the things you’ve done in the game)



Tut = player spawn. Meets the Prisoner

#1 = Player meets the Helper

Then platforming/fighting section.

#2 = just outside the throne room. Within the palace

Boss = throne room