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CMSI 402

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20 March 2017

Space Runner Status Report

The current status of Space Runner project is a little behind schedule, but not by much. I have got the main character nailed down with movement and combat, as well as environmental dangers and gem collection. however the level generation has taken a little longer than expected. I am having trouble finding any in depth examples of how to properly keep track of randomization and making sure the level layouts flow cleanly into each other without causing the player to hit a dead end.

Once I figure that out it is only a matter of making a menu and UI that looks clean during gameplay and doesn’t take up too much screen space. I’ve got 2 friends of mine working on art for the game although I’m not sure how much they will be able to get done by the end of the semester. I also had an exciting stretch goal idea to make the game a little more interesting, which is to have a separate level being generated in the background, and if the player ran into an enemy that was too tough or a dead end they could push a button and their character would switch into that level that’s being generated in the background. If they were to run into a similar situation in that level then they could switch back into the original level.

I feel like I’m doing work at a good rate it has just taken a little longer than I originally thought. Finishing by the end of the semester is definitely do-able.