**DELIVERABLES:**  Rami, Lyrence, Hyukin, Haeaeo, Leslie, Guanwu, Mike

**Project Review:**

**Comparisons:**

According to the original Project plan, weeks 5-7 would be wrapping up the Alpha, the Alpha was intended to have the first levels completed fully and the main script functioning properly to connect them all. After this, we are to being the second set of levels.

**Accomplishments:**

* Levels were improved upon
* Main script functionality fully implemented
* Lose/Win state implemented
* UI implemented
* Character animation improved
* Bugs documented

**Risks:**

* **Organization:** If GitHub and Bitbrix and not more organized, it will not minimize the risk of a deadline being missed, documents being lost, people missing work.
* **Optimization:** If code is not restructured, commented more and optimized early on, it will become more complicated to accomplish over time and will create more unknown bugs.
* **Level Design:** It is easy to make the level either really easy or unplayable, to fix this we simply need to test our levels more often and make sure different people play the same level. Moreover, difficulty gap between levels need to be balanced.
* **Unifying rules:** We must implement an agreed upon set of rules for naming documents, functions and variables to prevent the game from breaking when we connect all the scripts together.

**Roadblocks**:

* Transitioning js documents functions differently than originally anticipated. We need to come up with a possible way that would be the most efficient approach.
* We need to figure out the formula to making levels that are hard but doable and fun to play.

**Supporting documentation**: This includes the updated project schedule, deliverable lists, status reports for each area of the game, and anything else that concretely illustrates the progress made on the game.

**Project Schedule:**

Alpha milestones accomplished (ex.CMLD script, Core script, level scripts). Need to polish levels more and fix some before implementing them ino game.

**Deliverable list:**

Level design

Fixed and moving camera.

Fully completed player controller

Animated objects

Animated background

Collisions

Gravity

Shooting

Implemented sfx and bgm

Shopkeep fully functioning

UI designed and implemented (partially)

**Status report:**

Level 1: Level implemented. The level is made to introduce the player to the game mechanics, teaching them about timing, dodging bullets and character positioning tricks. Level has sounds, collisions, full art.

Level 2: Level two expands on the first level and begins to place make the map larger. This map introduced moving collidable objects and allows the player to have more options on how to tackle the level. This level is fully designed but needs some minor touch ups and addition of some sfx.

Level 3: The theme of my map is to jump between different buildings in the night to get coin to win. When you start the level, PlayerOne should touch a button within 5 seconds to open the door in order to let PlayerTwo to avoid laser. There are several obstacles such as saw, laser, bullets and falling between building to kill players. On the other hands there is useful tool to lead player to win such as trampoline.

Level 4 (Kevin): I made a map that can be seen in one sight. There are few moving saws and button that are interacted each others. Buttons operate laser or even make stairs characters can use is as a bridge. Most importantly, whoever pressed the button starts shooting the shots that can kill other player. Only one character can shoots at a same time. There is a paired teleport portal. Level is tested many times until this can be hard enough to enjoy as well as possible to defeat. Background music, images, and tiles are well matched with the theme of the level, which is neon style.

**Resources**:

* Must add more SFX and BGM

**Critical Stage Analysis:**

**GROUP ANALYSIS:**

**What are five things that went right during this past development period?**

1. Everyone can use the core script to make own their levels easier.
2. Good team communication skills and assistance
3. Difficulty of each level is different, which means we can splits the levels by difficulty.
4. A big selection of art assets for level design
5. Levels can be implemented and discarded without having huge impact on game

**What are five things that went wrong during this past development period?**

1. The game is not optimized.
2. The code in Javascript is not organized.
3. Gravity in the game is not fully working.
4. Failed to make first playable on time.
5. Collision bug in detecting tiles.

**What are five things that can be improved for future development periods?**

1. We need to find more sounds effects.
2. Optimizing game
3. more research on Javascript
4. Organize Github and BitBrix more
5. Increase online team work sessions.

**INDIVIDUAL ANALYSIS:**

**Hyukin:**

**What are five things that went right during this past development period?**

1. Everyone had same chance to make their unique levels.
2. Difficulty of each level is different, which means we can splits the levels by difficulty.
3. While everyone has unique levels, everyone kept the core mechanisms.
4. Basic codes all team member will used was made.
5. We used raycasts to detects tiles.

**What are five things that went wrong during this past development period?**

1. There are repeated codes.
2. It’s not optimized.
3. First moment when character jumps, it doesn’t look smooth.
4. Gravity is not applied when character falls without pressing jump key.
5. We failed manage the schedule well. (first playable fell short)

**What are five things that can be improved for future development periods?**

1. We should use the experience of failure of managing a schedule last time.
2. We need to find good sounds effects.
3. Everyone have to test their levels many times to find the bugs.
4. Communication is important, if anyone has a great idea, he should share and help others.
5. This is a obvious thing, but we should not become lazy.

**Heaseo Chung:**

**What are five things that went right during this past development period?**

1. We made core scripts together and make own levels, so when anyone in the group is absence, it is okay because we just lose one level.
2. Everyone can use the core script to make own their levels easier.
3. Every collision is fine except for tile collision.
4. Using own assets to decorate own their levels.
5. Improved on writing code.

**What are five things that went wrong during this past development period?**

1. Collision checking for tiles are a little bit weird.
2. Gravity is not fully working.
3. It’s not optimized.
4. The artistic styles for each levels are not consistent.
5. Codes in Javascript are not organized.

**What are five things that can be improved for future development periods?**

1. Codes in Javascript will be organized.
2. Gravity will be worked perfectly.
3. Optimizing game
4. Improve BGM and SFX
5. Put more time and effort to make good quality game.

**Guanwu Chen:**

**What are five things that went right during this past development period?**

1. The collision codes worked.
2. Players could do the right animation like run, jump and fall down.
3. The array could let everyone DIY their own maps.
4. Everyone’s levels have different styles.
5. Team members helped each others.

**What are five things that went wrong during this past development period?**

1. When the player jumps, sometimes it could jump pass through the floor.
2. Collision worked but still has some problem.
3. The player run animation weird.
4. Gravity is not work well.
5. Didn’t finish both two levels.

**What are five things that can be improved for future development periods?**

1. Improve BGM.
2. Make the codes more clearly.
3. Improve the art of the game.
4. Increase the online team communication.
5. Fix the bugs.

**Leslie:**

**What are five things that went right during this past development period?**

1. Using the assets for creating the map
2. Finished making objects and projectiles
3. Finally completed making one level
4. We help each other and worked with each other to build up communication
5. I learned to make better colliders

**What are five things that went wrong during this past development period?**

1. Didn’t finish the first playable in time
2. Struggling with physics in the code
3. I didn’t get to make my second level
4. My Javascript skill was really poor so I couldn’t help the team so much
5. Fell behind in schedule in certain weeks

**What are five things that can be improved for future development periods?**

1. I should do more research to help my group
2. I should communicate more with the group
3. Learn animation and drawing so we don’t need to stress about finding them
4. Improve my programming to organize and able to finish game faster
5. To spend more time on making game less buggy

**Michael:**

**What are five things that went right during this past development period?**

1. Found sprites to use in the level and put them in.
2. Made the map design for the level good and clean.
3. Got the bullet and coin collision to work. FUCK FUCK FUCK
4. Got all backgrounds to move with the players.
5. People put pictures in the Bitbrix to show rest.

**What are five things that went wrong during this past development period?**

1. Not getting certain features into the alpha build. Ex. turrets
2. A Lot of same code between levels.
3. Didn’t start on second level only starting design.
4. Is not fully optimized.
5. Code was hard coded and is not as clean as it should be.

**What are five things that can be improved for future development periods?**

1. Adding more sprites so levels can have more difference.
2. Make the players move cleaner.
3. Doing more research on Javascript even if c++ is better.
4. For beta start debugging the code.
5. Fix the collision on the block tiles (elevator up).

**Rami Nassar:**

**What are five things that went right during this past development period?**

1. Good communication
2. Goals were met
3. Team members assisted one another
4. Github workflow improved
5. A lot of unexpected obstacles overcome

**What are five things that went wrong during this past development period?**

1. Lack of javascript understanding made things harder
2. Not all goals were met on time
3. Connecting documents caused an increase in bugs and file overriding
4. Some people had to wait on others before being able to work
5. Parts of game wrapped up too quickly while other parts took longer than expected

**What are five things that can be improved for future development periods?**

1. More team working sessions
2. Earlier deadlines
3. Better pipeline
4. Better code structure
5. Doing more research on code concepts before deciding on which approach to take

**Lyrence Ladines:**

**What are five things that went right during this past development period?**

1. Each member created their own level
2. I was able to meet my goals
3. We gathered a lot more needed assets for game
4. Good team communication
5. More files uploaded on github and bitbrix

**What are five things that went wrong during this past development period?**

1. Online files need to be better organized (old things removed)
2. Changing levels proved to be more difficult than expected
3. Too many files, functions and variables contained the same names, making it hard to no override.
4. Difficulty curve did not come out as expected
5. Completing tasks took longer than expected

**What are five things that can be improved for future development periods?**

1. We need to come up with rules for naming things
2. We need to organize our github and britbrix more and make it easier to gather files
3. More team work sessions
4. optimization
5. Bug fixes