Studio 16’s

The Maze Runner

Alpha Project Review

Tuesday, March 13, 2018

Comparisons

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| --- | --- |
| * Menu screen. | Added, but need to get Options and Load to work |
| * Ability to attack enemies. | Added |
| * Ability to use inventory items, eg. Build bridge from wood. | Added |
| * Surrounding maps/mazes added to game. | Added |
| * Sound effects. | Added |

Accomplishments

* Added main menu screen
* Added player health and ability to eat food to heal
* Added boomerang attack, which stuns enemy
* Added warp portals to enter and exit biomes
* Added crafting mechanic and crafting items

Risks

* Scope may be too large, may not be able to add all the “biomes” we had hoped for, eg. Fire, snow, forest, etc.
* May not be able to find similar looking textures in case of Expansion.
* Co-ordination with some members of the group.
* Having all code in one main javascript file could create more errors
* Implementing new code could have corrupted some data

Roadblocks

* Having to wait for other mazes to be completed to add pickups and enemies.
* Incorporating RNG maps.
* Finding or creating similar looking sprites to expand the map.

Project Outline

Week 3 – First Playable

* Animation and movement for character.
* Most tiles added to code to create levels.
* Collision for walls and enemies.
* Game Pickups and Inventory.

Week 6 – Alpha

* Menu screen.
* Ability to attack enemies.
* Ability to use inventory items, eg. Build bridge from wood.
* Surrounding maps/mazes added to game.
* Sound effects.

Week 8 – Beta

* Clean up code and add comments.
* Have working options and locale settings.
* Music.

Critical Stage Analysis

Five Things That Went Right

1. Used a canvas for the Main Menu, instead of a separate webpage
2. Added mouse click functionality for buttons, menu, attack, etc.
3. Added pickups and crafting for multiple items
4. Added player health and ability to heal with items
5. Fixed Player collision so that you could move easier in the maze

Five Things That Went Wrong

1. Some UI deform when the window changes size.
2. Team coordination.
3. Tried to separate main javascript into smaller files, but ended up creating more confusion
4. If two items don’t create an item, it deletes the second item by accident
5. Unable to implement new tiles for the added biomes

Five Things That Can Be Improved

1. An easier way to change or make new maps, changing the numbers one by one in the code is inefficient.
2. Separating the code from one main file to smaller files.
3. Creating tile sheets instead of individual tiles to save memory.
4. Better way to signify player has been injured
5. More communication within the group.