Michael Marinaro ,Patrick Mayo, Joshua Yoon, Roberto Gonzalez, Eliakah Kakou

Dr. Baliga

November 14, 2016

Senior Project

Overall Project Completion Status: 80%

1. Movement- 100% Complete
   1. The basic controls movement controls are completely done. Tweaks may be made in the near future to improve responsiveness.
2. Combat - 90% Complete
   1. All of the combat controls have been implemented, minor tweaks concerning hitboxes still remain to be done.
3. User Interface - 95% Complete
   1. All the major user interface components such as title screen, player UI, and game over screen have been implemented and now only require aesthetic polishing.
4. Enemies - 75% Complete
   1. We have implemented a basic AI for each enemy type so far but they still need refining. We also still need to create an AI for our “boss” enemy which should pose a considerable challenge to the player.
5. Art - 90% Complete
   1. All of the major character/enemy animations have been completed by Josh. We are utilizing opengameart.org for other free art assets like level backgrounds and terrain to further polish our project.
6. Sound - 90% Complete
   1. Sound design is coming along very well, only a few sounds remain to be implemented. We were able to obtain a great variety of free to use sounds from Freesound.org.
7. Game Levels - 75% Complete
   1. We chose to make progress and/or complete other areas of the project before we concerned ourselves with implementing the game levels. 2 of the 3 planned rooms are complete already and the third should be finished shortly.

Conclusion:

Overall we appear to be in very good shape in regards to completing the project by the deadline of December 12th. Now that we have completed most of the base work (such as controls and UI) we are now focused on creating our game levels and polishing other aspects like art and sound.By the time of our demo next week our demo levels will be much more polished and should be fun and aesthetically pleasing.