IN3026  
Milestone 1  
Report

Table of Contents

[Game Idea 1](#_Toc181966230)

[Milestone 1: Implementation 1](#_Toc181966231)

[Further Implementation 1](#_Toc181966232)

[Assets Used 1](#_Toc181966233)

[Dependencies Used 2](#_Toc181966234)

# Game Idea

A strategy game prototype inspired by [The Aether mod](https://modrinth.com/mod/aether) for [Minecraft](https://www.minecraft.net/en-us), as well as a combination of strategy games I play. The target style is to have a hyper-realistic low-poly game of floating islands, connected by bridges where the player will expand and build their citadel. The enemy will come in waves in attempt to destroy buildings and make the game harder. The name “Skyward Citadel” was chosen as it fits the theme of the game.

*A full explanation of the design, feature exploration and design choices can be found in documentation, which can be accessed via the README.md.*

# Milestone 1: Implementation

A lot of Milestone 1 focuses on implementing the base core and structure of the game.

The following has been implemented so far:

* **text\_renderer (engine)**
  + Updated to make use of multiple fonts.
  + Generalised code engine-side, to now use by default the 2D shader (unless explicitly passed in).
* **game\_state\_manager (game)**
  + Created a state manager with states for controlling the current state of the game.
  + This will tie in with other managers to send events like **key\_pressed\_event** to each layer, which will handle keys differently.
* **controlled\_layer (game)**
  + An abstraction on top of the engine layer, which is controlled and can change states using the game state manager.
  + Will be further expanded to contain any other managers controlled by the game in a more centralised and generic manner.
* **layers/main\_menu (game)**
  + Implemented a button system to select a given option from the menu.
  + Will be further expanded with support for mouse, and potentially controller.
* **layers/game\_play (game)**
  + TBD
* **Asset Preparation (assets)**
  + Prepared music tracks

# Further Implementation

# Assets Used

*All assets are referenced in the README.md under the “Usages” heading, with details of the type, source and licence details.*

# Dependencies Used

So far, only the engine has been used with minor alterations to simplify certain aspects of code and stylise them to work better for the given game. This means that the only dependency is the AGT engine/template, including all its original dependencies.