

Period 1

Alvin Sze and Thamidur Rahman

Group Name: Alvin and the Chipmunk

Project: Doom Processing

Overview:

Our project will be loosely based on Doom, the classic PC first person shooter game from 1993. The game is in three dimensions with you controlling a camera that stands as the player. Players will be able to explore the area confined by the walls and fight enemies that appear in order to advance as one of three characters, each with different abilities.

Functionality:

We plan to make at least one playable level that imitates the playstyle of the original game. Core functionalities include collision with walls and other obstacles, shooting/reloading a gun, enemy pathfinding, and the movement/rotation of the camera, but we also plan to add abilities to make the game more fun.

How to Use:

To play the game, the Processing file is run and the play button leads to the main game scene. The left and right arrow keys turn the camera while the up arrow key is used to shoot. The WASD keys will be used for movement and the space bar will be used for jump. F will be used to use abilities.

Implemented:

- Movement
- Tilemap
- Basic Player and Wall Collision
- Improved GUI
- Reloading/Picking up powerups
- Different Weapons and Abilities
- Start and Death Screen
- Ranged and Melee Enemy

Log:

- Thamidur implemented earliest form of tilemap and collision
- Alvin reworked the collision to be for loops instead of many if statements and also changed movement entirely so that multiple keys could be pressed at once
- Thamidur added in bullet spawning
- Alvin added bullet movement and then collision with the wall for the bullet
- Thamidur finished a prototype of GUI to display images that don't move on screen
- Thamidur finished GUI and made it much more efficient with camera() function
- Alvin made ammo spawn on the ground and be able to be picked up
- Thamidur started on start screen and main game UI

- Thamidur added different weapons and started homing ability
- Alvin finished homing as well as shadow and time slow
- Thamidur added enemies and enemy shooting
- Alvin added different power ups to pick up and enemy drop
- Thamidur added death screen and finished main game UI
- Alvin added better enemy pathfinding and fixed enemy aiming

