MGP Group 17

S190762 Alixander Roden Resubmission

For the resubmission, I will improve the following aspects of the project:

**WEEK 1 SPRINT 1**

* **Recreate the graphics for each of the action buttons** and the required cooldown graphics for each action  
  Estimated time 2h

Actual time 3h

* **Implement cooldowns** for each of the actions

Estimated time 2h

Actual time 1h

* **Fix the graphical scaling of the user interface** so that it scales correctly for mobile devices, as at present if the screen resolution is higher than the current viewport in Unity, or on a desktop PC, the UI does not show correctly

Estimated time 2h

Actual time 1.5h

* **Fix the health bar** at present the health bar does not act as a percentage, so as the health decreases the health bar doesn’t. This will require assets for each percentage of the bar, in 10% increments  
  Estimated time 1h

Actual time 1.5h

* **Adjust the theming of the game so that it better matches the game title** remove the wizard hat from the centre of the screen and replace it with something knight related  
  Estimated time 1h

Actual time 2h

**WEEK 2 SPRINT 2**

* **Implement overlay animations** so that when a spell is cast, something visually happens  
  Estimated time 2.5h  
  Actual time 2h
* **Add music and sound effects** to engage the player  
  Estimated time 2h

Actual time 2h

* **Fix the damage** at the moment when an action occurs, the damage that happens isn’t random, and only changes for each action slightly. This should be changed so that the damage occurs randomly

Estimated time 1.5h  
Actual time 2h

* **Adjust the theming of the game so that it better matches the game title** the game title is Let’s Joust but doesn’t feature any jousting, randomly a jousting animation plays and the game will randomly decide which player wins.

Estimated time 4h

Actual time 4h

* **Test the game functionality and fix any bugs**

Estimated time 2h  
Actual time 3h

**ADDITIONAL**

Fix problem with the joust screen never showing, due to decreasing by delta time taking too long.  
Actual time 1h