Tasks List PANG

For the game PANG, we mostly did everything on discord being together, but each one of the members did a little bit more on each thing of the following:

Oriol Bernal focused a bit more on the behaviour for the balloons in general, how the balloons move itself and the division of the balloons (With Lucas Pérez). He also made the particles for the explosion of each balloon and the FX. He also did some part for the collisions with David González and Lucas Pérez.

Carlos Megía paid more attention on the performance of the harpoon, that the collider fit in with the movement of the harpoon animation, and the animation itself. Furthermore, he work, fix and help on the collisions, the transitions between scenes, and the errors that appear along the project with the other team members. He also help a lot with the Q&A to find bugs and errors, and then, brought assistance to fix those errors.

David González did a great part doing the collisions between each element from the scene (with Lucas' help). Also helped a lot on fixing bugs, debugging assertions and fails in general. Moreover did the most of the UI text. And, as well, he setted up the bases of the project to start working (preparing the SDL and c++ files).

Lucas Pérez focused on the collider (and collisions) of the harpoon and its behaviour, also helped David with the collisions, although David did more. He did the win scene and helped Oriol with the division of the balloons. Also with Oriol, they did the death scene and the timer of the game.

But at the end, we all helped with everything.

What we did together

Most of the days we were on discord trying to solve all the tasks to create the videogame PANG. The parts where we were working the most were the collisions, the harpoon, the animations and mostly debugging in general. The first days were mostly implementation and the last week was mostly debugging and cleaning memory leaks.

Initial estimation time + real time development

As we are still very new in the game development area, we thought that after the partial exams we could already start working on PANG. Our estimation time was 1-2 weeks for the project to look decent and last week and a half to solve any problems that appeared.
In real time development, we were not far from our prediction, using the week off from university, we managed to have a somewhat playable game, with a player, an harpoon with a poor animation and a ball that could be destroyed.

We struggled a lot on the balloon split and collisions, which took us more than we expected, but luckily, since we predicted 1-2 weeks of hard work and 1 and a half for only debugging and problems that appeared, we made a very good progression until the end.

Delivery Dates

Unfortunately we didn't agreed any specific delivery dates, the closest thing we did was to just do some talking before we did anything, quite similar to "Stand ups" in companys. We made sure that each member of the team knew what was happening at all time and what we were going to do in that specific day, for example: The day we did collisions, we agreed to only focus on collisions for that whole day, and search for any bug related things, and leave the rest untouched. That way we could swarm on a problem when it popped up.
If we do another project, we would estimate some delivery dates and such. Luckily, as this project is not as big as other game titles from today, we didn't have many problems with delivery dates, we just focused on problems and solved them as soon as they popped up.

Task list after the delivery of the prototype for PANG:

Carlos Megía:

- Module Hookshot completely
- Module Gunshot completely
- Module Double Wire completely
- Help boosters
- Help Gamepad
- Collisions by tiles in shots
- Web and video gameplay completely
- Help on transitions between scenes (Fade To Black and animations)

Oriol Bernal:

- Boosters included
- Enemy and boosters spawning at the cursor pointer
- Scene 2,3,5 implemented, adjustments to scene 3
- God mode added
- Inmunity shield booster added with animation(With Lucas)
- Added dynamite behaviour.
- Blocks funcionality.
- Booster animations with Lucas
- Mouse state

Lucas Pérez:

- Win scene(s) done
- Colliders fixed on scene 2
- Booster animations with Oriol
- Balloons sprite on scene 2 fixed
- Blocks funcionality added on scene2.
- Boosters.
- Added colors for the particle sprites
- Added plane animation for the map.
- Tiles(help).

David:

-Fixed some spritesheets with the objective to order everything
-Added all Tileset functionality
-Added stair mechanics
-GamePad added
-Help hookshot