

# Project Log #4

September 8th, 2021

## Game Design and Animation II

### What have we completed? What is left to complete?

Name	Status Update
Jasmine C.	I have completed multiple sprites and animations in aseprite (player walk, doors, title screens, etc.). The main coding parts I've handled are with the player. I edited the code so that when the players grow the capsule collider and box colliders scale with the sprite. The player can no longer grow while under a solid block (to prevent players from getting stuck). I disconnected the player scores, so each player has a separate number that counts the number of coins they collected. I also worked on scaling the "feet" empty game object to make sure the player can jump even if they grow/shrink in size.
Maddox P.	I set up a singular door system that can be triggered by anything that accesses a script, as well as a button that can trigger said door. This system was set up to be expandable, so there can be more triggers for gates/doors added later. I also completed the "second level" of the game. This involved getting all the level's mechanics implemented in a cohesive structure. Some slight changes will need to be made as the rest of the systems are completely fixed.
Tami S.	I have completed the implementation of the first level of the game. I had to make some changes to our original design in order to make it work as we planned (changing the size of the platforms, changing the size of player sprite to make sure they cannot make it through gaps). I also fixed the code for the modified button that ends the first level. After finishing the level, I started working on another interesting mechanic, a moving platform that only moves when the player is standing on it. I have the code finished and it's working, but I need to make some slight changes to make the movement smoother.

### What are the risks to address for successful project completion?

- The main risk to our project is making our finished beta game fun to play.

### How can we address them?

- To make sure our game is fun, we need to have people who are not related to the game industry (or close friends of ours) test our game. This ensures that even someone with little experience with gaming can still understand our game; however, for this to happen we need to have a finished game with polished levels as soon as possible.