

Project Log #3

September 1st, 2021

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	I have completed the player death (pop) script. Right now it uses a PlayerDeathManager empty game object with a script attached. The script checks both player's health, and if either is 0 set both to zero. This causes the pop() function to activate, which waits for 3 seconds before reloading the scene. I also started working on the player walk animation and sketching out levels.
Maddox P	I finished up the ending door/win condition setup for the game and went ahead and merged the various changes that all the team members had made to the players over different scenes. I set up the unified player controllers and set them up in a new scene that can be used as the base for all the levels we will be making. Starting tomorrow I will start looking at setting up the first few levels that give the players a tutorial.
Tami S.	I have started working on a moving platform that will only activate once the player is standing on it. The platform is made up of two game objects, one empty object with a collider that will detect when the player is standing on it, and the main platform that controls the movement of the platform (and the player). Once I finish working on this puzzle mechanic, I'll start working on implementing the mechanics I've designed into the level design.

What are the risks to address for successful project completion?

- We realized that we had an unfocused game in class today, so we had to rethink our characters and brainstorm what the main mechanic would be. The main mechanic is what all other interactions focus on, so deciding it early is a must.
- We also need to think about how we resolve the issue (or non-issue) of the player becoming stuck and having to restart.

How can we address them?

- One of the fixes that we are currently considering to help solve the getting stuck issue is a quick restart feature, which restarts the level in a single keystroke/button. Another solution is to give the players the ability to pass objects between each other, which slows the player down a little but doesn't cause a restart.

- We also decided to focus on the mechanic of growing for our game. This way, the mechanics we already coded (like buttons and platforms) still work, but we can provide unique management challenges with the growing/food system.