

Project Log #5

September 10th, 2021

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C.	My main focus over these past two days was to fix a bug regarding the flipping mechanic of our players. I was able to make the sprite flip, but when it the pellets still always moved to the right. At first, I thought it was a problem with the empty game object (shoot point) rotating, but we realized that the pellets were instantiated to always shoot to the right. I added an extra if statement to tell what direction the player was facing, and then made the pellets shoot in the correct direction. I also cleaned up the player colliders a bit and made a half-block tile.
Maddox P.	I began working on the tutorial level as well as making sure the players and all objects were integrated correctly. There was a slight issue with the tileset that needed to be corrected. I also began editing the player scripts and energy transfer scripts so that they would work better together as the team began making more levels. I need to fix a few more issues with that, and the tutorial level will be complete. In addition, I want to take another look at the input system to see if I can get controllers working. If so, I may try and integrate that into the game in my free time.
Tami S.	I have been working on creating dynamic level components that we can use at different levels to increase the difficulty and player enjoyment. I finished working on a moving platform that only moves if the player is touching the platform (otherwise it will reset to its original position). I ran into an issue when coding that caused the player's sprite size to be modified while the player was standing on the platform, so I had to work on coding around that issue. Since I have fixed it now, I will start working on more advanced puzzle pieces like a rotating platform and a time-constrained puzzle that will cause the players to have to think/move quickly.

What are the risks to address for successful project completion?

- Since we are close to beta, we really need to get people to test our game, since the level design is one of the most important aspects of a puzzle game. We have few levels right now, but I think they need to be polished. We also need to add sound and animation to give players visual and audio feedback.

How can we address them?

- Overall we are at a good place with our code, but we need to finish some of the polish steps over the weekend so we have time to put them together next week.