

Project Log #2

August 30th, 2021

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C	I was able to finish the main part of the Character Controller code, minus specialty functions like coyote time. Right now, I have two players working from the same laptop (player one uses wasd while player two uses the arrow keys). I've started to work on the game start screen and the level selection hub.
Maddox P	I switched the input system off the two controllers and began working on the door/level completion mechanic. Specifically, I created the requirement that both players be close to the door in order to unlock it, and both players to walk through the door in order for level completion. I will begin working on saving progress and tracking player progress tomorrow.
Tami S.	I just completed the button puzzle mechanic. Now, I'm working on adding in the players and seeing if they can interact with the puzzle correctly. I'm working on the placements of the buttons to make sure the players can press each of the buttons without having to step on another button. I'm also figuring out which objects I should place scripts on for the mechanic to work best (buttons v.s. players).

What are the risks to address for successful project completion?

- Right now, I think our main risk is designing levels and making them fun. Most of our mechanics are pretty basic (just normal platformer controls plus menuing), with the exception of any specialty world items that Tami will work on. Since the core game mechanics are so simple we need to make sure our levels focus on teamwork and provide an interesting challenge.

How can we address them?

- Finishing the main parts of our game quickly will help with level building since it will give us more time. Once we get the basics done, we can iterate on levels and then playtest them. After that, we can tweak levels until they become fun to play.