MILESTONE: FINAL

TEAM NAME: APEX

GAME NAME: APEX

NAME: Yang junseok

JOBS: Producer

DEGREE PROGRAM: RTIS

GAME DESCRIPTION: Our game APEX is a 2D platformer action game to reach the top of the tower by Knocking-back an opponent player.

LINKS:

<https://drive.google.com/drive/folders/1-BEWaBs_ysNTlKEbOX6m8wVS8O03EEMe>

- FINAL SUBMISSION

<https://drive.google.com/drive/folders/1uUxpiN_HC8FZ4X_WjbktoVFxHYnHjr1T>

-APEX CODE

<https://drive.google.com/drive/folders/1SJxHrM-3XiaqinyzqQ5VN6ri6swKQc1h>

-APEX SOUND

WORK DONE

[Coding]

Random respawn(4hours)

: Instead of finishing the game when the character is fallen, the character will respawned on the random platform. I made random to use this function, and random referenced cs170 and 230 utils. In our game, the random response time is about 1.5 seconds.

Item random generation(3hours)

Instead of dropping items from the top, items will be generated on the middle of randomly picked platform. There are items for increasing speed, power and knock-back resistance. The kind of item will be picked randomly and will be added on the random platform.

Map design/ Platform replace(6 hours)

: platform maps and coin maps are generates. APEX game maps are The balance and shape of the map are essential, so it took a long time to make and made a lot of it. So, I generate the 3 maps of domination, and 3 maps of coin collecting.

This process is so hard…

Making trap (done) :

The trap which can be set by character will be added. Player can get the trap like getting other items, and item use key will be added to use it. If the player press the item use key when he/she has trap, the trap will be set on the character’s current position. If the opponent player stepped the trap, he/she will get knockback in the opposite direction. Nothing will happen if the owner of the trap stepped the trap.

ALL SOUND (Sound effects, Background Sound)  
: I found a free copyright sound for our game, We put one sound in our game.

I listened to the sound of the whole game, made a proper positioning, and put it in the game code.

Utils Seconds random(1hours)

:Make the utils random. because, use item random generate.

Digipen Logo(1 hours)

:show 2 second digipen logo.

Team Logo(1hours)

:show 2 second team logo.

Credit screen(1hours)

: make the credit screen

In put pause state(1 hours)

:P button is game pause.   
I put pause for the convenience of the game.

[Debugging] (5 hours)

In put the sounds and textures, but Memory leaked. So I debugged. I checked everything.

[Optimizing]

Code cleanup(2 hours)

: The last step of the project was to organize the game's code.

[Designing]

Input texture: digipen logo, team logo, credit screen, items

Input sound: all of in game sound



Found the menu and character back ground sound.



Found the credit sound.



Found the trap sound.

I have designated where the sounds will be used.  
Code location for all sounds is specified.

[bug]

Found the jump & attack bug.

: The bug was a double jump error when two jumps showed an attack.

[Documents]

Making the documents(7~8hours)

: I created PPT, Release plan, and Weekly documents.

NOTES

The APEX Final is well-timed to the milestones. As a producer, I share team meetings and future work and roles. I also recruited the rest of the teams so that they could be gathered together, and came to rest more slowly than the other team members. Team test managers work faster than other team members and help the team code a lot. In detail, he provides code quality and code identification for all parts. The lead designer also painted many pictures well. For example, we have implemented every frame of the character that enters the game. The technical manager is good at expressing the difficult part of the code and is very helpful in English for presentation or writing. Our team changed their game ideas in the middle, but they managed to get through to the final submission, and eventually they created and submitted a great game.

Overall, after a year of gaming projects, I think I'd be better off as a Tech Director and Art Director than as a producer.

TEAM ROSTER

Wonju Jo Lead Designer

Haewon Shon Test Manager

Jookyung Lee Technical Director

Junseok Yang Producer