MILESTONE: GAM100 Submission

Team Name: Due\_Date

GAME NAME: Minotaur

STUDENT NAME: Junseok.yang

JOBS: Game\_Producer

STUDENT NAME: Byeonggyu.park

JOBS: Game\_Engineer

STUDENT NAME: Sinil.gang

JOBS: Tech\_Manager

STUDENT NAME: Jaemin.woo

JOBS: Art\_Manager

STUDENT NAME: Jaewoo.choi

JOBS: Dream\_Designer

DEGREE PROGRAM: RTIS

GAME DESCRIPTION:

Our game concept is maze adventure. The player was turned into Minotaur and trapped in a maze. The game is a concept in which Minotaur avoids the unknown maze of monsters. Using items to escape five rooms, the game is over. It will be hard to concentrate on three things, maze, mini map, and story. In the middle of the game, the speed and number of monsters were so high that the difficulty was really difficult, but many modifications made it easier.

SVN Link: <https://svn.digipen.edu/projects/due_date>

Work Done:

Coding:

Files that have touched more than half the code or all my files:

GameBoard.c //DrawStory, print" Light(★)", add TsLight

GameState.c //GameState struct fix, add playerVisibilityRange, detected PrintTimer func.

GameStateCredit.c //total GameState link

GameStateGameOver.c //total GameState link

GameStateHowtoPlay.c //total GameState link

GameStateLogo.c //total GameState link

GameStateMainMenu.c //total GameState link

GameStateMinotaur.c //Made Monster 2 but I erased it again because the overall difficulty of the game was difficult.

GameStateFactory.c// add room

GameStateTable.c// adding state

Exit.c//link room

Light.c//Create Light Function

ItemTrigger.c//link light gamestate

Utils.c//It was made to add a function to be used.

Times.c//tried to add a game time with the Time Attack version, but it was not easy to put it in loop.

GameState.h// Transfers functions to a header file.

GameStateCredit.h// Transfers functions to a header file.

GameStateFactory.h// Transfers functions to a header file.

GameStateGameOver.h// Transfers functions to a header file.

GameStateHowtoPlay.h// Transfers functions to a header file.

GameStateLogo.h// Transfers functions to a header file.

GameStateMainMenu.h// Transfers functions to a header file.

GameStateMinotaur.h// Transfers functions to a header file.

GameStateTable.h// Transfers functions to a header file.

Light.h// Transfers functions to a header file.

StdHeaders.h// Compressing header files

Utils.h//

Coding(Game):

I coded the whole part of the game, but I invested in the external elements of the maze as I moved to the second half of the team's work.

Team members:

Byeonggyu.park// Sinil.gang

They usually looked at the game engine and the code in the game.

Jaemin.woo// Jaewoo.choi

They mainly designed maps and coded maps.

Testing:

Give a play test to passers-by.  
Designing:

Maze difficulty design

Designed a story Or printing.

Designed mini-map plan.

Designed a maze five.

Item option plan.(trap, light, key&door, player or monster speed, shield, music, without a wall)

Producing:

- Have random people who walk by play our game

- Every weekend, check out Kakao Talk's work.  
- Plan a team every Monday and divide up work to do.

- Keep meetings frequently so that team members do not overlap or be off the point from scope.

A word from the team:

We learned a lot about the basic structure and essential elements of the game through the class of gam100. We also learned the importance of teamwork. And we felt that more preparation and effort were needed.

Thank you prof.David