MILESTONE: ALPHA

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://junseokyang@bitbucket.org/apex_gam150/apex-teamwork.git>

WORK DONE

[Coding]

Apply ghost collision for jumping (2 hours)

Something error clear. Example, correct errors when 2 characters are broken.

Spring (4 hours)

There will be spring which can be stepped by character. If character stand on the spring, character will get powerful force to the direction of y-positive. created an object called Spring, which allowed him to apply force in the Y-direction whenever he clashed with players.

Make map function & balance map(2 hours)

made the map function more sophisticated and the map's location more elaborate and fun.

Win decision (2 hours)

Let the players know if they reach the top of the tower. The winning decision function I made was that the player wins when the player arrives at that height. However, the winning decision function that the test manager changed now is that the player wins if the object is broken.

Code rebuilding(4 hours)

Rebuild the old old which used in prototype. Instead of declaring objects, build class to save information about each object and build code again to suitable with that. We tried to change our code into our own class by abandoning our engine code style, but there was a lot of error so, I am pushed to the next time.

speed up item (5 hours)

Eating items increases the speed of the player. This function continues to increase the speed of the player when the player and object collide. The object is also created at a fixed location and comes down at a different pace than the gravity of the gaming world. (use function addforce, setvelocity) A speed-up object cannot collide with all platform and can only collide with a player object. When it collides with a player object, it disappears.

Speed down item (1hours)

Eating items decreases the speed of the player. This function keeps decreasing the speed of the player when the player and object collide. The object is also created at a fixed location and comes down at a different pace than the gravity of the gaming world. (use function addforce, setvelocity) A speed down object cannot collide with all platform, can only collide with a player object, and when it collides with a player object, the speed down object disappears.

Respone (3 hours)

If a player's character falls below the range of the camera, the game had ended, and because of the characteristic that the game ended too quickly, if the character fell below the range of the camera, the character was created again at that location.

[Debugging] (3 hours)

Spring, speed-up, and speed-down objects were made many times, and memory continued to run high.  
  
When the speed-up and speed-down objects collided with the player, only the image disappeared and memory continued to pile up.

[Optimizing]

none

[Designing]

Small effect image(30 min)

Using the Paint, we created an image to determine if speed-up and speed-down were applied.

NOTES

APEX's milestones are tailored to the alpha. As a producer, I share roles with the team's meetings and future work. And the team test manager does his job early and helps the team code a lot. In detail, he provides code quality and code identification for all parts. The lead designer also drew many pictures well. For example, we have implemented all the frames of the characters that go into our game. The technical manager expresses the difficult parts of the code well, and helps the English part a lot when making presentations or writing documents. Also, our team only has to worry hard about preparing for the presentation. The producer proposed in the 10th week of the game project that our game idea should be greatly reduced in camera movement and changed to "siege war game," and all the team members agreed. The specific idea of the changed game is that the player will win if he stays in a certain position for a certain amount of time, and will make more items that fit the map.

TEAM ROSTER

Wonju Jo Lead Designer

Haewon Shon Test Manager

Jookyung Lee Technical Director

Junseok Yang Producer