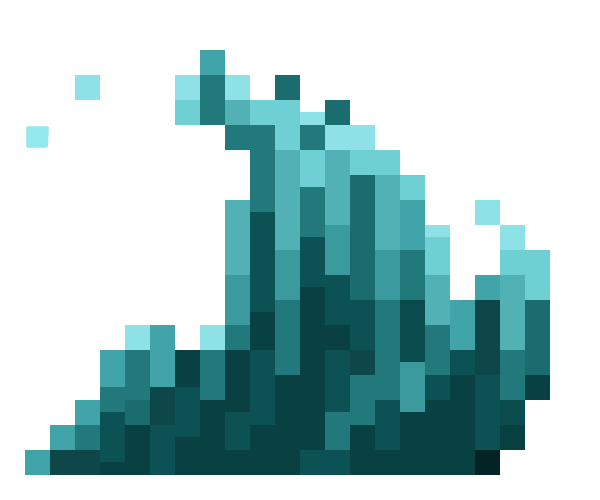
Alpha Milestone Individual Report

Looter

by

Neoul



GAM 250

5.16.2021

Spring

MILESTONE : ALPHA MILESTONE

TEAM NAME : NEOUL

GAME NAME : LOOTER

NAME : YANG JUNSEOK (JUNSEOK.YANG)

JOBS : GAME PROGRAMMER

DEGREE PROGRAM : RTIS

GAME DESCRIPTION : It's a top-down pixel game like a common 2D game. The player is a shooting game that can attack close and far.

Use live bullets to hit various enemies, level clear, and use various weapons.

Lastly, as you can see from the image next to it, the map is big and the user can adventure through the map and get treasure.

LINKS :

\* Discord: <https://discord.com/channels/750662266185187369/>

 \* GitHub Repository: <https://github.com/Rudy-Castan-DigiPen-Teaching/game-project-neoul>

 \* Neoul Check: <https://docs.google.com/spreadsheets/d/1mKUEGqaMvN1M3C0BoOvyjI7-iCze5fzsIkBg-NevsJY/edit#gid=1862655681>

WORK DONE

CODING

I was confident with SCENE and UI.  
First of all, we focused on menu, option, splash, and level optimization during SCENE.  
The menu implements an animation-focused start setting quit, and the option includes window screen window window window size control and sound control.  
You can also press the Start button to enter the game and restart.  
And splash floats various logos and passes them over to the menu.  
The UI features several UI's, including physical strength, bullets, height, weapons, and level windows.  
Health and bullets are UI that change due to player attributes. The key UI explains what keys we can use instead of tutorials. The weapon UI serves to tell the current player what kind of weapon they are holding. The level window UI also tells us what level the current player is at.

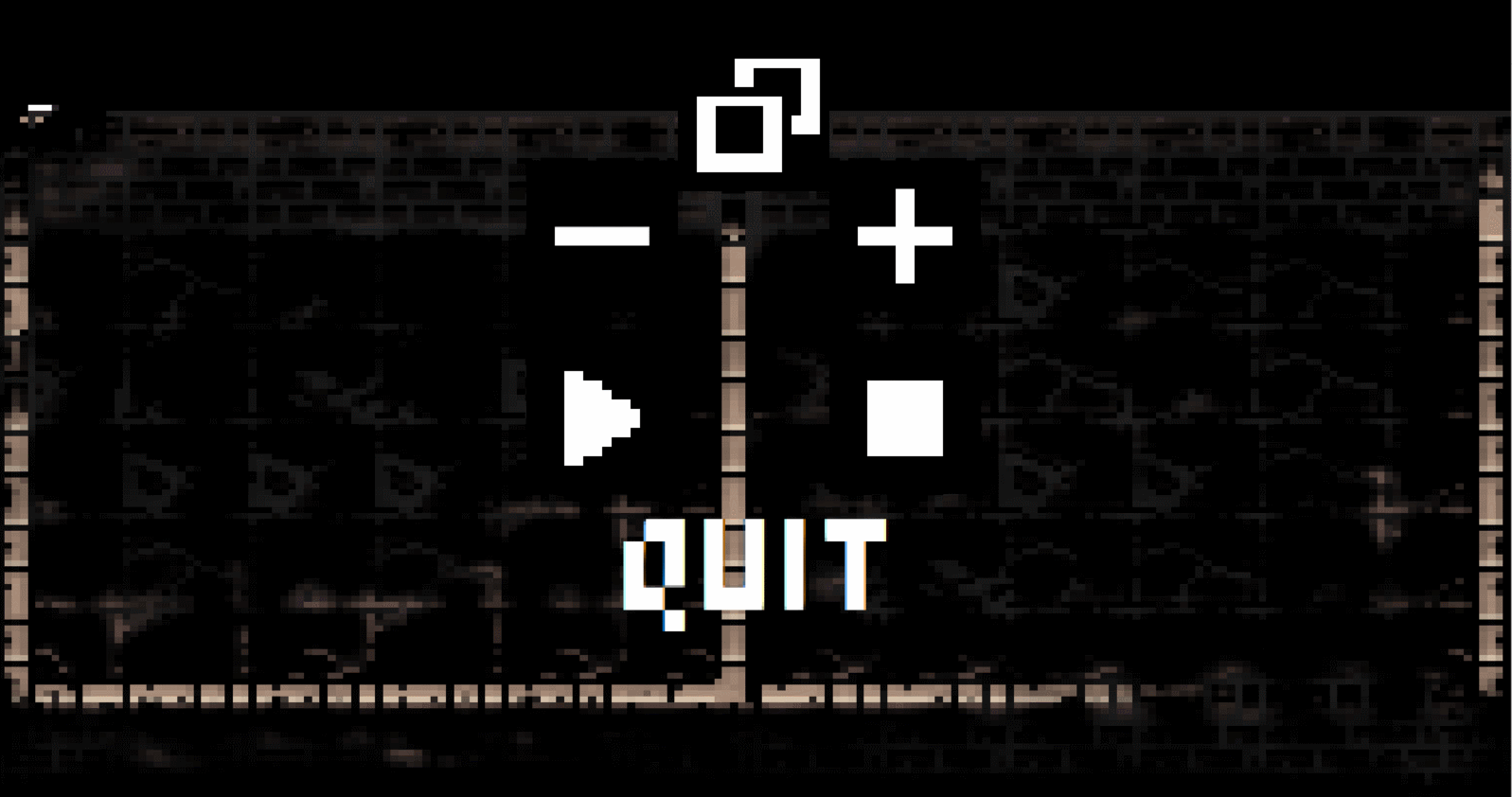
SCENES

Create and animate high-quality menus (12hours)

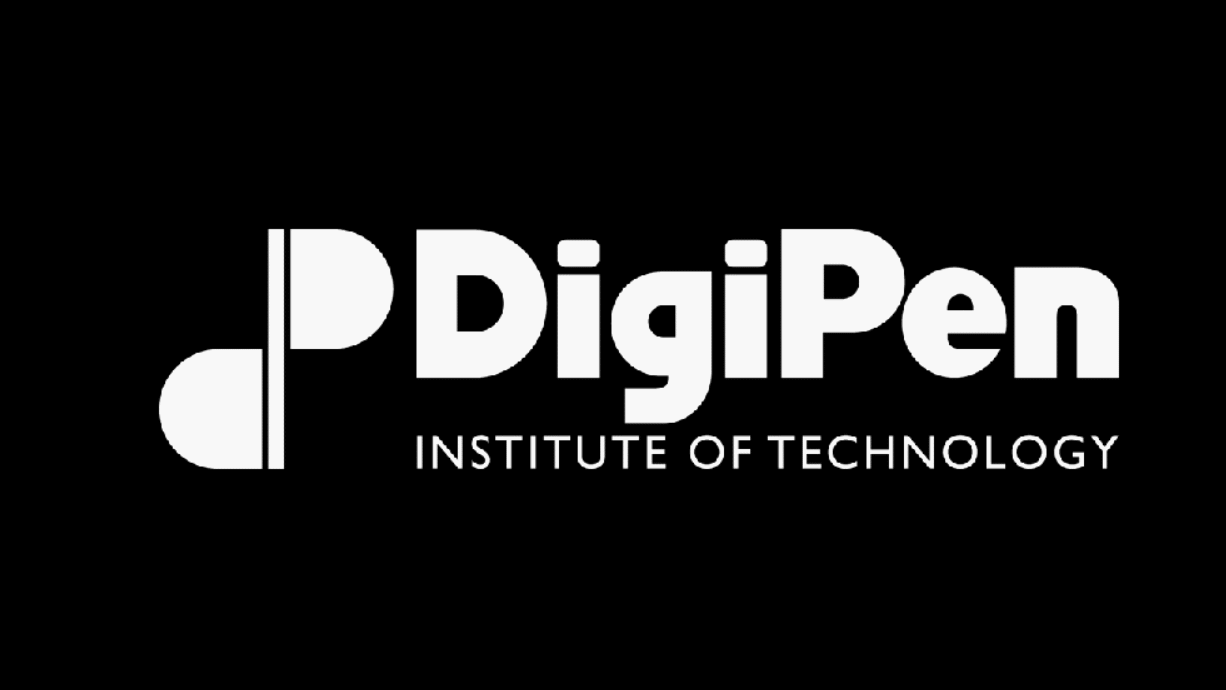


advenced cam shake(fix) (2hours)

create option scene(fixed sound) (8hours)

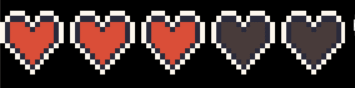


create splash scene(fixed sound) (2hours)



UI

Create advanced Health UI



Create advanced Bullet UI



Create advanced Weapon UI



Create advanced Key UI



Create advanced Level board UI



DEBUG

I had to go far several times while using the sauce tree.  
Whenever a link error or DLL LIB error occurred, it took a lot of time to fix it.

TEAM

Our team comes to school every week. Compared to other teams, there are fewer problems with communication or code differences. It also increases team activity and coding time. But the last week, Corona broke out at school. So I couldn't go to school. So our team had difficulty communicating.

FUTURE

First of all, our team will make the rest of the level for Alpha and make game physics a little smoother. We need to build more weapons and also add content to the game.

NOTES

I did a lot of work on the basic game structure and state ui while working on this game project.

Among them, while working on ui and state, I realized how important code separation is. If I have more time, I am confident that I can make the game better.

In the meantime, I understood more about graphics, game status, and concepts of objects. And I realized how important communication is between team members while working on this project.