Playability: Team 10 - Panda

CPSC 436D - Video Game Programming

Spring 2018/19

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For this deliverable, we achieved the majority of our development plan tasks, with a few exceptions. We successfully added more robust collisions between sprites, as well as player acceleration and deceleration for smoother gameplay. The ability to switch between game states within a level was also implemented through returning to the menu using the escape button, as well as through a polygonal cave mesh object. Environmental obstacles were updated to include spike pits. We also exhibited deliberate level design in our last deliverable through our procedurally generated stage chunks for the horizontal and vertical scenes.

Additionally, a new, dynamic background was added to the vertical scene as well as a new background for the boss stage, and a new menu texture. The tasks in our development plan we failed to implement included experimentation with 2D lighting effects as well as projectile or melee weapons for the player, which we plan on pursuing in a future deliverable. A timer component to allow for delayed actions to be programmed was added, utilized to time the generation of projectiles from the llama enemy and the timing of falling blocks which collapse under the player. With the added three health points that are decremented on the new health bar (also exists for boss) when the player takes damage, the panda is now able to recover from collisions and bounces back, having a short duration of invincibility to continue on its path. SFX are now featured in the game due to a new SoundManager. Now having the ability to render text on screen, the score of the player is shown on both the horizontal and vertical levels. The game is also much more lively with the addition of player and enemy animations. Llamas change direction in the vertical levels based on the location of the panda. Bread enemies were also added to the vertical levels, walking across screen in both directions.