Colby Bailey

GitHub link: <https://github.com/bagoferasers/BloodMoonURP>

APK link: <https://www.icloud.com/iclouddrive/028TgNkXoCUfEtNmx8q-rTg_g#BloodMoonPrototype>

Game Development

CS 4423-001 UTSA Spring 2023

Prototype and Progress Report

# Accomplished / Not Accomplished

For what I have accomplished, I will be going over the development plan I have outlined in my design document and comparing it to the progress I have made. My major goals for this prototype are town creation, outside town creation, main character, NPCs, enemies, and implementation of quests. As you can probably guess, I have yet to complete some of this despite working hard.

## Town Creation

For town creation, I wanted to design the outside and inside of each playable building in the town and I feel like, for the most part, I have accomplished that. While I want to have more buildings than I have so far, I have accomplished my goal of completing the apartment, bookstore, and tavern buildings. They all have the outside as well as each playable room on the inside of them completed. In short, my goal was completed.

## Outside Town Creation

For the outside town creation, my goal was to create a ranger station and some nature scenes to go along with it. While I have not completed as many of the nature scenes as I would like, I have completed this goal. The ranger station has the outside as well as the inside complete. It is simple in nature, but it gets the job done. I have also completed a river scene that the player must cross for no reason whatsoever yet.

## Main Character

For the main character, I have reached my goal by completing the sprite sheet, outfit, and basic mechanics of animations for walk, run, jump, and attack. I wish to perfect the sprite sheets for this main character to include a weapon instead of just punching.

## NPCs

For the NPC creation, I have added many NPCs, surpassing my goal of just a few. In the future I wish to accomplish their animations, AI, and interaction with the player through dialogue and quest management.

## Enemies

For enemies, I have yet to complete this category. For what I have accomplished, I made the river that has obstacles that the player must overcome. In the future I want to create enemies that the player must fight. This might be a hefty goal to achieve in the coming weeks, but we shall see.

## Quests

For quests I have yet to complete the UI as well as anything else. I will hopefully be able to get to this this week, as it is my next issue to complete on GitHub.

# Schedule

As far as the schedule is concerned, I am behind and there are many things that I would like to complete. I knew upfront, and even wrote it in my design document, that I might be taking on way too much for the timeline of this course; I have proven myself correct. That being said, I do enjoy having goals just out of my reach, because I believe it is one way to help push myself. If I do this, I might be able to accomplish more than I even expected. So, looking forward, I will continue to do so.

# GitHub and APK

My GitHub link has been included at the top of this document as well as a link to the APK download in my iCloud drive. Clicking on the link directly should download the file to your computer or directly to your phone if using it. Unfortunately, my APK file size is way too large for GitHub, and, even with Git LFS, it doesn't upload the APK that you can download straight from GitHub and use. I have had people test this without fail; however, will have no problem using Google drive or Microsoft’s OneDrive if this link does not work for you. Just keep me posted!