Progressive Game Engine Assignment due 25/3

UI:

Health bar, display

Game Modes, Pause, Game Over, Main Menu, Level complete?

Save and Load , Delete Button for save data? And adapting to save player variables not levels

Gameplay:

Enemies - Parent class

Enemy types- children classes

Instantiation

Melee

Back Burner:

Random Level Generation

Difficulty

NPCs

Puzzles

Different Guns

Stats – Very back burner

Presentation must include sufficient detail, demonstrate the visual scripting techniques, reflect comment and describe different game engine tools

Why game mechanics were implemented, how they were, initial designs, testing method, project management methodology

Presentation:

Slide 1: Title

Slide 2: Mechanics

Slide 3: Mechanics pt 2

Slide 4: HUD

Slide 5: HUD pt 2

Slide 6:

Slide 7: NPC

Slide 8: NPC Continued

Slide 9:

Slide 10: Menu System

Slide 11: Challenges - project related

Slide 12: References (if any)