

Team Report #2

6AM Games

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Previous Sprint

Results

- Context/info box added (currently gives info on controls)
- Large refactoring of boat objects and game loop
- Added an enemy
- Basic implementation of random spawning enemies
- Basic firing, combat, and health implemented
- Updated graphics (tiles, base, boats, bullets)

Standup Meetings

- Thursday (2/6 at 10:00 PM) - Planning Summary
- Saturday (2/7 at 10:00 PM) - Implementing Summary

Playtesting Notes

| Things to do | Things to consider | Things we won't do |
|---|--|---|
| Instructions about controls | Click vs drag for boat placement | Change rotation to be in place instead of around mouse/square |
| Graphical clarity about firing | Make clear what different map shadings mean (incoming enemies) | |
| Reduced grid highlighting | Adjusting boats after placement | |
| General graphical clarity (will hopefully come with better sprites) | Menu button size/indication | |
| Base implementation | | |
| Range indicator | | |

Next Sprint

Goals

Our goals for this sprint are to implement an economy system with currency, looting/earning money, and spending money on boats. We also want to implement a scoring system so players know how well they do overall and against others.

Assignments

- Create currency UI and underlying system for gaining/losing, Jack, 2h
- Make destroying enemies add currency, Michael, 1h
- Make placing boats decrease currency (and restrict from becoming negative), Beth, 1h
- Score UI, Beth, 0.5h
- Make destroying boats/surviving for certain time give score, Michael, 1h