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## P2D4 Functional Prototype I Change Log - ComputersAreHard

### **Demo and Submission**

#### **Issue 1**

- **Description:**
  - Fighting needs to be implemented
- **Changes:**
  - Attacking implemented along with damage and health system

#### **Issue 2**

- **Description:**
  - Tumble weeds did not appear on screen
- **Changes:**
  - Tumble weeds appear on screen now w/ updated design

#### **Issue 3**

- **Description:**
  - Music was overwhelming
- **Changes:**
  - Changed to instrumental of a different song

#### **New Grade Estimate:**

- Old: 7/10, 10/15
- New: 10/10, 15/15

### **Gameplay**

#### **Issue 1**

- **Description:**
  - Health system needs to be implemented along with fighting
- **Changes:**
  - Tumble weeds can now attack, receive damage
  - Tumble weed goes away when out of health

#### **New Grade Estimate:**

- Old: 6/8, 5/8, 6/10
- New: 8/8, 8/8, 10/10

### **Documentation**

#### **Issue 1**

- **Description:**
  - No screenshots of gameplay

- **Changes:**
  - Screenshots added to D4 portion of ideamache, these screenshots represent various states of the game

## **Issue 2**

- **Description:**
  - No diagrams
- **Changes:**
  - Diagram of system architecture added to ideamache

## **Issue 3**

- **Description:**
  - Dev log
- **Changes:**
  - Dev log updated

## **New Grade Estimate:**

- Old: 2/5, 2/5, 0/5, 0/5
- New: 5/5, 5/5, 5/5, 5/5

## **Overall Estimated Grade:**

Old: 67/100

New: 100/100