

CSCI 4940 – Capstone Project

Group #5

Members: Morgan Channel – Raymond Chui – Christopher Clark – Cedric Crawford

Professor: Dr. Ge

January Progress Report

# Problem Formulation

For our Capstone Project we decided to create a video game. We needed to decide things like the genre and what portion of the game we needed to create by the end of the semester.

## Analysis of the Problem

After discussing the genre, we decided that the genre of our game would be a Dungeon Crawler, in which the player controls a character that must pass through a dungeon and collect items while defeating enemies. For the sake of this class, we have agreed that building the entire game within the course of the semester would not be possible, so we have decided to focus all of our efforts into just one dungeon, to demonstrate the concept of the game and the game mechanics that would define the game.

## Implementation

For the first month, January 2019, we have decided to develop concept art that would be used later as resources for creating the game. The focus for this month has been on this, and no programming has been performed aside from some prototypes for character movement.

More specifically, we have created the basic character sprite for movement in 8 directions with a walking animation. Also some examples have been made of potential enemies to fight inside the dungeon. The basic outline of the dungeon has also been generated on paper, along with some digital drawings of the basic room layout for all rooms in the dungeon, including common features such as doors, walls, floors, and torches.

# **Member Contributions**

## **Christopher Clark**

Created the basic character sprite that has animated movement in 8 directions. Also created a sprite for a helper bird used for targeting. Also wrote prototype code for each of these entities to demonstrate their movement.

## **Raymond Chui**

Created general templates for each of the dungeon chambers. Also creating doors sprites.

## **Morgan Channell**

Created basic enemy sprite designs.

## **Cedric Crawford**

Created torch sprite designs and lighting effects.