CSCI 4940 – Capstone Project

Group #5

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

Professor: Dr. Ge

March Progress Report

# Problem Formulation

For the month of March, we worked on making the project more object oriented. We decided on this change because previously the different objects in the rooms would need to have it’s code rewritten for every room. This change involves making most objects and assets their own scenes so that implementing them in different rooms would be easier.

# Analysis of the Problem

With the way the project is currently designed, we would have to rewrite all the code every time we would like to reuse an entity in our game. This could make the game more unstable and it would take a significant amount of time to complete if we decided to continue in that direction. We decided that it was necessary to make the game more object oriented to ease the process of creating more rooms in the dungeon and speed up our overall progress. This change will also trim down the amount of storage space the game will use and allow the game run more consistently.

# Implementation

We have already started on making each entity in the game its own scene to make it easier when we start creating new rooms with recycled resources.

# April Goals

The goal for next month is to have all the dungeon rooms connected so that the player will be able to fully traverse the dungeon. We would like to have game audio implemented into the game in the coming month. This would be enemy attack audio and background music for the dungeon. We will also work on designing a mini boss and finishing the scene for the main boss fight.

# Member Contributions

# Christopher Clark

# Raymond Chui

# Morgan Channell

# Cedric Crawford