**Alpha Milestone Report**

MILESTONE: Alpha

Team Name: Miru

Game Name: Hello, Reaper

Name: Hwang Chan IL

JOBS: Technical Director

DEGREE PROGRAM: RTIS

GAME DESCRIPTION: 2D Fast-Paced Action Shooter Game

### **Work Done**

* **Coding**
  + Basic Player Process
    - About 3 hours work
    - player.cpp, player.h
    - Basic Player Movement
  + Game Level Converter
    - Less than 1 hour work
    - states\_enum.h, code in main.cpp
    - To change level
  + Enemy(Guard) AI
    - About 4 hours work
    - enemy.cpp, enemy.h
    - Make homing option in bullet
    - Make one more enemy which chase player for state 1 and shoot a homing bullet for state 2
  + Shop Level
    - About 5 hours work
    - shop.cpp, shop.h
    - Make resources that is shared with game playing state.
    - Player can purchase items only near the item object in shop level
  + Selector
    - About 2 hours work
    - selector.h, selector.cpp
    - Player can select something with arrow key or gamepad
* **Optimizing**
  + Object Manager
    - About 6 hours work
    - object\_manager.cpp, object\_manager.h
    - Allocate, Draw, Process Obejcts in one line
    - Try to make list but it is not applied
* **Research**
  + Basic Warp Engine Graphic
    - Find out basic graphic skills applied in warp engine and tell it to team members.
  + Showing Dialogue
    - Find out how to make dialogue in different engine.
    - Applying Font is hard work so our team loads all alphabets.
* **The rest**
  + Help for team member
    - Help YongWon make special tiles.

### **Notes**

* **Team Problem**
  + Of course, encapsulation for functions are important but sometimes I have to change other functions to make new function. In our game, changing other functions to make new function is too hard because team members can be confused about changed functions. For now, Gyu Hyeon manages it and tells other team members but I think that it needs to be solved.
* **Praise for team member**
  + Gyu Hyeon - Manage game tasks( Tell team members what our game needed now and allocate this tasks to team members.)