**Beta Milestone Report**

MILESTONE: Beta

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**
  + Shop Level
    - Make NPC in Shop Level
    - However, we decide to change from shop to upgrade system
    - So, it does not apply to the game.
  + UI adjustment
    - Change UI from landscape to portrait.
    - UI changes depending on the resolution.
  + Advanced AI
    - Make enemies that has slow movement to ease difficulty.
    - Example) Chaser AI that repeats movement and pausing
  + tutorial
    - Make tutorial which helps player to learn player basic game system.
    - I have created a tutorial similar to Witcher 3
  + Object Manager
    - Add created AIs to object manager.
    - It contains initializing in level\_info, drawing in manager.
* **Help for team member**
  + - Help YongWon make special tiles.

### **Notes**

* **The overall flow of this milestone**
  + This Milestone focused on fixing the game system according to the result of the game playtest. In short, the result of the playtest of our game was difficult: Difficult to see HUD, difficult to play, difficult to operate, etc.. So, we decided to make our game more easy to move HUD more close to the game screen, make more easy enemies that player do not need to worry too much, and make tutorial level so that player can quickly become familiar with the game key. Therefore, in subsequent game playtest in international lounge, we was able to get a lot higher score.
* **Team Problem**
  + There was no problem.
* **Praise for others**
  + gyu hyun lee: Bug fix
    - He solved most of errors when we combine our own files.