Engine Proof Report

Milestone : Engine Proof

Team Name : Miru

Game Name : Hello Reaper

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Jobs : Technical Director

Degree Program : RTIS

Game Description : ‘Hello Reaper’ is a post - apocalypse themed fast - paced 2D top down action shooter game where the player can only move based on tiles while the enemies ignore the tiles. Use DASH to avoid enemies and SHOOT pistols or shotgun to kill enemies within the given time limit.

# **Work Done**

## **Game Coding**

## **UI (ui.cpp, ui.h / 100 lines)**

UI is a class that takes variable from other classes and display them in real screen.

## **Optimizing (object class)**

Divide object class into color, transform and collider.

## **Researching (Window api and c++ coding)**

## **Window api**

Figure out how to make our own engine to use window functions.

## **C++ coding**

To understand team member’s codes, especially for class inheritance.

## **Implementing**

Before I start reporting about Implementing, I want to let you know that this Gam150 project does not need to build an engine, but our team tried to build our own engine. This try had achieved some success, but we have to change from our own engine to warp engine to finish all projects in time. So Implementing is the most important part of our coding.

### Implementing Player & Maps(player.cpp, player.h, map.h, map.cpp)

Implementing maps and player took a long time than I expected because drawing part of warp engine is different from our own engine.

### Implementing Collision part (bullet.cpp, bullet.h, collision.h, raycast.h )

Bullets and Collsions are not my part in our own engine so I spend lots of time to understand it.

# 

# Notes

## Progress of schedule

Unlike the initial plan, the progress is very fast. Early stage of our engine was built easier than we thought and coding problems were solved very easily. However, soon we knew that graphic part of our remaining part of building engine is too hard so if we research for it, it takes a long time. So we decided to implement to warp engine and we spend the remaining time.

## Personal Problem

Unlike other team members, I go to university from a distance.( it takes about 2 hours ) So my starting of what I do in our team projects is delayed and it leads to problem in communication with team members. Therefore, if we do the really important in our projects, I finish everything in team member’s house. But I worried about that it because this problem cause distance from my team members.

## Team Problem

none

## Praise for others

* Gyu Hyeon - Make idea of ray casting and actually code it to solve the problem we already have about collision.
* Yong One - Make chart and graph in our presentation that helps understanding.