CSC 122 Project Report

Christopher Rodriguez, Nick Harrington, Will Solito, Sarah Ball, Chris Sanders, and Charles Pickett

List of completed tasks

* Engine is up and running. This includes scrolling, rendering, and input controls. (TODO: more efficient rendering strategy (like only rendering one “chunk” of the map at a time).
* Map generation has a basic prototype that works (TODO: refine the algorithm and add more tiles)
* Basic enemy template chases the character and attacks (TODO: add animation and fix up how the enemy attack looks.
* Player can deal damage to enemies (TODO: deal with enemy death more realistically and fix up how the character looks while attacking)
* Items have a basic template. (TODO: fix up items A LOT!)

List of future tasks (that we hope to complete in the immediate future

* Read TODOs above
* Fix up some stuff with colliders.
* GRAPHICS, GRAPHICS, GRAPHICS!!!
* Add buildings to map generation. (This will include many components, so it may take a while to finish)
* Add clean-up operations to the games. (This won’t be critically important until we start working with levels, which I don’t see happening until after next report)
* Optimize everything

Issues

* No current, game-breaking, bugs. We did encounter a few major bugs (like the colliders not even working a little bit and animations causing the game to crash) but they were fixed in a timely matter.
* The biggest concern we have right now is class organization. It is critical we set up everything to be as logical and intuitive as possible NOW before we start adding the actual meat of the game.
* It’s always frustrating to rewrite a class that works only because the concept needs to be implemented better for the future. However, rewriting bad code that works to good code is a big part of Object Orientated Programming. This project has been a big learning experience about what bad code actually is. We have been forced to rewrite and revise several classes that seemed (at the time) as a perfect implementation for our ideas.

Attendance Sheet

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | 3/21/2016 | 3/23/2016 |
|  | Nick Harrington | P | P |
|  | Will Solito | P | P |
|  | Sarah Ball | P | P |
|  | Charles Pickett | P | P |
|  | Christopher Rodriguez | P | P |
|  | Chris Sanders | P | P |
|  |  |  |  |
| P | Present |  |  |
| A | Absent |  |  |
| E | Absent w/ excuse |  |  |

Game Information

* Title: Journey to Hell (work in progress)
* Description: Battle your way through the four horsemen of the apocalypse to save the universe.
* Java application
* Graphics: 2D top-down
* APIs: libGDX

Group members: Christopher Rodriguez, Nick Harrington, Will Solito, Sarah Ball, Chris Sanders, and Charles Pickett

Group name: LA Tech Demons (work in progress)