LA Tech Demons / Team #5

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

List of completed tasks

* Scenes implemented
* More intelligent enemies (only follow when you enter their building)
* Boss implemented
* Relics implemented
* Added framework for adding levels
* GUI is mostly completed (health shows for character and enemies, inventory shows, and basic buttons for scene loading)

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

* Finish prayers (both choosing and using them)
* Save and load game
* More items
* Smarter bosses
* Artwork

Issues

* Artwork is definitely becoming critical. The example animations that we have up will no longer do. The 3D model for the character has already been made, but we have a lot to do with buildings, enemies, and items.
* The game is a little slow on older computers. This can probably be fixed with more efficient chunk rendering, but I may not have the time to get to that.

Attendance Sheet

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | 3/21/2016 | 3/23/2016 | 4/4/2016 | 4/13/2016 |
|  | Nick Harrington | P | P | P | P |
|  | Will Solito | P | P | P | P |
|  | Sarah Ball | P | P | P | P |
|  | Charles Pickett | P | P | P | P |
|  | Christopher Rodriguez | P | P | P | P |
|  | Chris Sanders | P | P | P | P |
|  |  |  |  |  |  |
| P | Present |  |  |  |  |
| A | Absent |  |  |  |  |
| E | Absent w/ excuse |  |  |  |  |

Code for Main Classes:  
While the source code is obviously too long to post here, feel free to check it out at github

<https://github.com/chrizrodz/CYEN122Project.git>

We are not using any GUI libraries. We are implementing the GUI ourselves.