

Team StarCats: Status Update 02/18

Stand-up Dates:

Meeting 1: 02/12

- Brainstormed different enemy characteristics
 - Flips player controllers or slows down player on collision
 - Mutating/multiplying enemy

Meeting 2: 02/14

- Decided to expand game scope based on playtesting feedback
 - More fast-paced with different enemy behavior and weapon types
 - Incorporate levels with increasing difficulty, and health bar for player
 - Players collect coins to purchase weapons and/or health in between levels

Past Sprint Results:

- Created menu for player to purchase weapons and/or health
- Implemented level timer and health bar
- Created weapons: player can fire gun and place traps on screen
- Created enemies (x2): enemies slow down player or reverse controls on collision
- Improved player movement, spawning and collision detection

Next Sprint Plan:

- Create 'particle collector' extendable arm upgrade **(2.5 hours)**
- Create mutating enemy which multiplies over time **(2.5 hours)**
- Create play/pause menu **(1.5 hours)**
- Add Unity assets **(3 hours)**
- Improve purchase menus with +/- buttons to enable undo action **(1.5 hours)**
- Create additional level(s) with increasing difficulty **(3.5 hours)**
- Improve 'Game Over' screen display with high score and stats **(1.5 hours)**

Playtesting Feedback:

To-do:

- Loop player left-right movement (complete)
- Use dynamic/animated assets
- Increase enemy spawning over time
- Make counters easily visible/use icons
- Implement health bar (complete)

To consider:

- Create 'bosses' between levels and/or at the end of the game
- Wave-based enemy behavior
- Enemies deduct health and steal particles

Won't do:

- Up-down movement for the player
- Enemies move randomly across the screen