Cristian Rodriguez

CMPM 121

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Assignment 8 Check-in

Completed Tasks:

- Advanced Level Layout (complete)
    - Doors work properly when the player has picked up the appropriate keys
    - Trigger boxes have been set for traps and sensing where the player is
    - Still debating which spawns to use as spawn locations to use in the game
    - Added a lot more detail and objects to the main game scene to populate it
- Pickups (complete)
    - Keys have been made to open specific doors
    - Implemented a maze in the center for the players to traverse to find points and a key for the last door
- Puzzles and challenge (mostly complete)
    - Created the start and end of the game
    - Spawns for the enemies created
- Android Character
    - Mechanics
        - Jumping mechanic completed but looks a little wonky
        - Interactions between enemies, points , and pickups work properly
    - Animations
        - Animations are made, just have to tweak and implement them on the characters
- Game over conditions
    - End (completed)
    - Menu (completed)
    - Lose (completed)

Incomplete Tasks:

- Buttons (scrapped)
    - Went with sensors instead of buttons
- HUD (work-in-progress)
    - Having trouble implementing the HUD properly for each character

Unexpected Tasks:

- Swapping between character is actually pretty difficult to do and took a lot of time from other parts of my game
- Adding a variety of enemies instead of just one type
    - Simple enemies but more variety

- Animations were difficult to implement correctly
- Created a splash screen for the beginning of the game

Pictures: