**Slide 2**

Introduce ourselves

**Slide 3**

* We set out to make something similar to Sniper Elite, Hitman, and other similar games
* We wanted customizable weapons, increased range on rifle, better accuracy, etc.
* We had plans for several bosses , where the entire level would focus on just that enemy, with great rewards upon completion

**Slide 4**

* As we said we planned out a few bosses
  + A helicopter that the player would hide from while occasionally taking shots at
  + A tank that the player would have to
* The upgrades for weapons, though we do have the overly expensive explosive ammo
* Between levels we wanted to have a shop level with a job board that the player could take assassin jobs from, we ended up with just a screen between levels
* We had planned to have around 15 levels that the player could move between on an overworld map. However, we only actually created around 6 and the game automatically moves the player to the next level.
* Initially we/I (Gavin) wanted to have fire that could spread around the environment interacting with enemies and whatnot.
* We planned to allow the player to change between windowed and fullscreen

**Slide 5**

* The biggest reason those ideas did not become reality was time. If we had had more time we probably would have added all of the things we had originally wanted.
* With limited time we had to prioritize what was important for creating a playable, pseudo fun game. Adding a better shop between levels would take time away from making levels or fixing the AI.
* The game was intended to be a sniper game with stealth elements. This was one of the reasons the bosses were not implemented, along with time and prioritizing. We felt that a huge, explosive boss fight might not fit with the theme of the game, and would feel out of place for the player.

**Slide 6**

* We implemented all of the weapons we wanted to
  + Sniper, with scope
  + Pistol
  + And melee attack at the last minute
* The enemies have a mode of spotting the player, though not entirely stealthy it is possible for the player to remain undetected with careful timing
* We created varied levels (Jungle, city, desert)
* We wanted the player to receive a grade after each level based on how well they had played, we did not implement that. However, we have an online scoreboard letting players compare their scores with others
* While very buggy, the enemies have a decent pathfinding system to allow them to navigate the levels with relative ease

**Slide 7**

* We had a great start, within the first few days we already had the movement for the player, basic weapons, and a few finished graphics
* By the time we needed to release a beta version of our game we had a fairly complete, playable game. And by the time we needed to launch, we worked out many of the issues present in the beta, and added a few more features we wanted
* We wanted to have desert, city, and jungle levels, and we created those levels, they feel fairly distinct too; Jungle is more varied in terrain, desert is more open, and city is enclosed buildings

**Slide 8**

* In the beginning of the project I (Gavin) wasted time on pathfinding when I probably should have focused on more important things
* We wanted a full campaign, 10+ levels, and we ended up with only 6.
* While the game did certainly have and inconsistent difficulty at times, spikes etc. What “inconsistent difficulty” here means is that some people had a lot of trouble with the game, struggling through the first level or two, some people (Jasper and Carl) could breeze through the game and were competing through high-scores. We should have done balancing to allow the players who had difficulty to more easily get through the game
* We had a few enemy types
  + Basic infantry
  + SMG
  + Armored
  + Sniper
  + And of course the target
* However fighting them felt almost the same
* As you may have noticed the AI is quite buggy at times; jumping up and down repeatedly, ignoring dead bodies, wiggling up ladders, etc.
* While it was initially insanely useful, source control ended up causing more problems than it fixed. It broke multiple times, which we then needed to stop what we were doing and try to fix it. Even after fixing it we still frequently lost work we had done

**Conclusion Statements**

* Thanks everyone who tried our game
* Hoped you enjoyed it
* Blah blah, etc