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What have we accomplished so far?

This milestone, we continued to work on a lot of the mechanics of our game and spent a lot of time ironing out some bugs/hiccups. Our enemies now have pathfinding AI, and while in the same room as the player still needs some work, they correctly pathfind to the same room as the player. We also have the beginnings of our ability/modifier system, with the first three modifiers prototyped and the first ability implemented. The wave manager has been finished, it still has some issues but it works solidly. The level generation also now spawns a boss room and had some bugs fixed within it. The player's and enemies' collisions have been modified as well, utilizing some of the things Unity gives us access to a little more.

Our goals for the next milestone

For the next milestone, we want to have a fully functional first floor, for reals this time. As we went through this milestone, we realized we over scoped a bit to expect ourselves to have the first floor done (especially with Corona hitting). So, we hope to have all the mechanics complete for just the first floor, including a functional trader, more abilities and modifiers, the enemies mechanics fleshed out a little (having them flock/collide with each other for instance), more art assets, and the boss working fully. Then hopefully, we can set ourselves up so that if we want to work on this more in the future, it's just developing more stuff, more enemies, more floors, more abilities etc.

Breakdown

- What's done -

Level Generation - Just about done, just need to deal with trader spawning in (it's started, just needs more development)

Wave Generation - Done, some kinks to iron out but it works really well

Enemies - Mostly complete for the base, needs a bit more work on pathfinding near the player, and flocking/collisions with other enemies

Base player class - Done

Abilities and modifiers - Base systems and architecture are complete, just needs more content

The Shop - Very basic development has been done on it, much more to come

- What's next -

Essentially, more work on what we already have in the game, and improving what we have. And more art/sound assets to make it a more complete prototype.

We fell a bit behind from what we wanted to complete by now, but are still making very good progress.

Video: <https://www.youtube.com/watch?v=DxoekFFR6IU>

Github repo: <https://github.com/dynamitenoodle/Rise>