

Project 1 - Phase Beta: Foxtrot Team Delivery

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Team Foxtrot Deliverables

Mr. Baldwin;

We are thrilled to announce that Farmapult's beta release has been completed!

After polishing out a few bugs in game mechanics, including more realistic gravity, proper animal interactions, and goal completion. This deliverable expands on the Alpha by completing animal interaction, ability to properly hit the goal, continuation with sequential levels, and many bug fixes. Building on the catapult mechanics, the three animal types (Cow, Chicken, and Pig), and the windmill of our last delivery, we have added unique auditory signatures for each of the animals, dialed in the level size, and implemented a scrolling camera view. The player interaction mechanics with the cow and the chicken have been cleaned up significantly to more closely resemble the observable effects of gravity in real life. We have also completed pixel art for the pig and the barn, and added collision mechanics for the windmill and animals properly collide with the barn (either hit the goal or miss). Now in the beta release, we have polished the chicken and cow interactions more, added sounds for goal completion, created a start menu / pause screen, and even implemented more levels! In our final release we will be adding breakable objects and polishing the levels.

We've continue to refine the UI, adding selection boxes that sense mouse clicks for choosing an animal to launch next, and the scrolling mechanic to allow for a larger field of play. We have fixed the stamina bar for the chicken and cow flying with the camera. Additionally we have added a home screen where the player can jump right into the action or soon to be completed will be rules, instructions, etc. For our final release we will be focusing on implementing our last couple features, finalizing art / sound / UI, and polishing the levels for the most player fun.

We have eliminated almost all of the major bugs. Some small ones that still exist include the animals occasionally coming out slightly to the side of the cannon opening, and the windmill sometimes not stopping the animal, but instead just changing the direction of flight. Occasionally animals will also slide along the ground until reaching the goal, although this can also be considered a funny mechanic.

We appreciate your continued support, Mr.Baldwin. We're excited about the progress of our game and we look forward to sharing our vision with you as it continues to unfold. Thank you so much for your time.

Sincerely,

Team Foxtrot