

Project 1 - Phase Alpha: Foxtrot Team Delivery

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Team Foxtrot Deliverables

Dr Baldwin;

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

After polishing out a few bugs in game mechanics, including more realistic gravity, scrolling camera views to follow the sprites, and adding in sounds we now have a functional version of our first level. This deliverable synthesizes nearly all of the game components comprising the first level into a playable version of the game. 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, made the windmill a little sexier, 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. In the alpha release, each of the three animals behaves a little differently but we are satisfied with their mechanics at this time. We have also completed pixel art for the pig and the barn, and added collision mechanics for the windmill and the barn!

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. Other features to be refined in the beta version are the 'fuel/stamina' bar tracking with the cow and chicken as they fly, further tuning of the game mechanics, and adding more levels.

For the beta phase, we will continue to test and adjust the existing version as we add the features described above. We are excited to be delivering a workable alpha version of Farmapult and are looking forward to the beta version with great anticipation.

We appreciate your continued support, Dr.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