TED UNIVERSITY

CMPE316 Progress Report

Group 12

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1.Introduction

The purpose of this progress report is to identify what we have done so far and what we are planning to do in the coming days. The report will mention what are the milestones of this project by specifying what is the situation of each feature, team member roles and contributions, and recent challenges that we must deal with.

2.Milestones

In figure below each feature situation of progress will be explained. Also, detailly explanation of each feature are in 2.1 Feature part.

Feature Name	Situation
Character Movement and Interaction	Accomplished
Environment and World Generation	Accomplished
Survival Needs	Not Started
Enemy AI and Combat	In Progress
Day-Night Cycle	Accomplished
Inventory System	In Progress
Basic Quest System	In progress
Health Track System	Not Started
Hunting and Gathering System (Crafting System)	In Progress
Sound Effects	In progress
History and Intro	In Progress
Buildings	In Progress
Tools and Weapons Integration	Not Started

2.1.   Features

1. Character Movement and Interaction:

We used a "mixamo" character in our games and, we implemented some of actions in this web site. We implemented player movement controls, including walking, running, and jumping. There is a backpack that the player can interact with and store some of his/her items planned to accomplish.

2. Environment and World Generation:

Designed and generated the game's island environment, including terrain, sea, and vegetation. A couple of wild animals have been added vegetation.

3. Survival Needs:

Implemented basic survival needs for the player character, including hunger, thirst, and fatigue. Created a system for finding and consuming food and water sources to maintain the player's health and energy levels.

4. Enemy AI and Combat:

Developed enemy AI behavior for hostile creatures inhabiting the island. Introduced non-playable characters (NPCs) that players can interact with (such as animals), adding depth to the game world and providing additional quests and story elements.

5. Day-Night Cycle:

Implemented a dynamic day-night cycle that affects gameplay, with different events and behaviors occurring during day and night. Added a visual representation of time passing, including sunrise and sunset transitions.

6. Inventory System:

Created an inventory system to allow players to manage their collected resources, items, and equipment. Implemented a user interface for accessing and organizing the inventory.

7. Basic Quest System:

Designed and implemented a basic quest system to provide players with objectives and goals. Integrated quest markers and notifications to guide players through their tasks.

8. Health Track System:

Health Tracking System is going to use the level of the health of player. With the help of this system, the player can see if he/she needs food or water.

9. Hunting and Gathering System (Crafting System):

With respect to health level, the player identifies the need for food. To increase the health level player needs to hunt fish, cow, rabbit, and fruits. The Hunting and Gathering System will provide it.

10. Sound Effects:

Experience of playing this game will be increased by voice effects. The game is planned to create a more realistic world for the user. To do it, implementing the footstep sound, water splash sound, animal sounds, and interactive sounds will be planned to accomplish.

11. History and Intro:

The history and Intro will give brief information about the game story. Besides, there will be added some guidelines to play the game such as which button is used for.

12. Buildings:

With the help of this feature, the game will provide a more realistic environment. There will be ruins of homes, huts, stone structures. This feature is in progress right now.

13. *Tools and Weapons Integration:*

To hunt, the player needs to use some weapons and tools. The game will provide different kinds of tools for different sources.

3.Team Members Roles and Contribution

Member Name	Roles and Responsibilities
Begüm Akdeniz	Backpack, Weapons, Buildings
Nurbanu Canbaz	Character Movement and Interaction
Fuat Yiğit Koçyiğit	Terrain, Day-Night Cycle, Inventory System, Water, Basic Quest System
Gülten Şevval Erdal	Terrain, Day-Night Cycle, Inventory System, Animals, Water, Sound Effects
İrem Tamay	Animals, Weapons, Crafting

4.Challenges

The challenging part to accomplish was implementing Enemy AI and Combat feature. It still hasn't accomplished; it is in progress right now. Besides, some of the animals integrated in the system but it hasn't fully accomplished also. Furthermore, Inventory System is another challenging part to accomplish. Tracking the number of items is hard to handle right now before completing the collectable items and tools. For the final challenge, the balance between changing environment is challenging part for the buildings feature which is in progress right now.

5. Next Meeting

- We propose scheduling our next progress report meeting on 14.06.2023 to discuss the project's status, address any questions or concerns, and plan the next steps. For the next meeting, we are planning to:

- Develop interaction mechanics to allow players to gather resources, craft items, and interact with the environment.

- Create a system for gathering various resources, such as wood, rocks, and plants, from the environment.

- Implement a crafting system that allows players to combine resources to create tools, weapons, and shelter.

- Implement dynamic weather effects, such as rain and wind, to add realism and immersion to the game.

- Implement combat mechanics, allowing players to defend themselves against attacks and engage in battles.

- Expand the crafting system to include more complex recipes and a wider variety of tools, weapons, and equipment.

- Enhance enemy AI behavior to include different enemy types with unique attack patterns and strategies.

- Conduct thorough testing and optimization to ensure smooth performance, fix any bugs or issues, and improve overall game stability.

6.Conclusion

Our progress report concludes by highlighting the projects we intend to add to our list of successes. These are the tasks that we have successfully completed so far: character interaction and movement, world generation and environment creation, day-night cycle, game history, and introduction. However, some features, such as the enemy AI and combat, health track system, inventory system, and sound effects, are still in progress or have not yet started. These areas require further attention and development. Our team members have been given clear tasks to perform. To discuss the project's status, handle any issues, and determine the following steps, we have set up a meeting. Our goal for the meeting is to make progress in the areas that need more attention.

Github link: https://github.com/fuatyigitkocyigit/Survive-Titanic

7.References

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