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Sprint 2 Retrospective Dungeon Drive (D:)

Implemented and working

- Character progression - User can gain experience by killing enemies and get stronger through stat gains.
- Character image - Player character has a top-down image of a knight that changes direction based on the mouse.
- Pause/resume - User can pause/resume at any time within the game.
- Save/load game - User can save their progress during the game and also load their previous save at the title screen.
- Title screen - The game now begins with a title screen, where the user can load a previous save, set options, or start a new game.
- Looting interface - Enemies have a chance to drop a weapon on defeat, which can be picked up by the user and stored in the inventory.
- Inventory - The inventory interface is now part of the game interface and can be called without creating another windows form.
- Options menu - You can open the options menu through either the title screen or the pause menu in game. From the options menu, you can rebind any keys in the game or set the game to switch between being full screen and not full screen.
- Walls and Doors - Rooms and hallways are surrounded by walls and have doors connecting them.
- Fog of War - Now, when a hero enters a new level, the player can only see the contents of the current room and doors leading to other rooms. As the hero opens doors, new rooms are uncovered.
- Mouseover directory - User can see what directory/file an enemy/object is representing when he/she mouses over the entity

Implemented but did not work well

- Deleting files in-game - User can press a button to 'delete' an enemy from the game, which simply moves the corresponding file to a 'graveyard' directory. However, the ability is currently tied to a button input and not through some special condition (weapon, item, level/stat requirement, etc.)
- Character customization - The user now is able to customize their character by equipping new gears and weapons. However, the game currently does not support any customization beyond gears. (For instance, stats and and skill points and etc.)
- Variety - The game now have some variety when it comes to weapons and attack styles, but is very limited. So far we only have 2 types of attacking abilities, melee and

ranged, and the animations of those are extremely monotonous. Ranged attack for instance, is basically just shooting projectiles with different colors.

- Enemy AI variety - Enemies have more variable types of AI, but not enough to offer a genuine challenge to the user.
- Enemies scaling - Enemies have levels in addition to the player character and will acquire stat gains respective to the player's current level. However, there still needs to be better balancing on the enemies' growth so that the player can feel like he/she is getting stronger in-game while still providing progressive difficulty.

Not implemented

- Weapon animations - We unfortunately did not have enough time to get around to implementing weapon animations. This will have to be something that is taken care of in the final sprint.
- Different level environments - Implementing the fog of war and polishing the level generation took longer than expected, so different environments had to be pushed to Sprint 3.

How to Improve

1. Once again we had difficulty pushing changes at regular intervals during the sprint. Most of our changes were pushed hours or even minutes before our meetings. It would be beneficial to space out changes during the week. [Jake]
2. Our communication on who was working on what became a slight problem during this sprint. A couple of times we weren't entirely sure which part of the project we were responsible for and there was some overlap. [Brandon]
3. Although a lesser problem, there were times when some members would leave debugging and testing code in their pushes. This sometimes confused others if a change was intended or not. For example, at one point our hero was killing enemies in one hit, and we weren't entirely sure if it was due to a bug or if someone was testing something. [Siming]