Progress Report

In our gameplay prototype, we demonstrated basic two-dimensional, grid-based movement on a set of tiles corresponding to the first level. Furthermore, we implemented enemy movement that is performed in step to the players' actions, that is, the enemies move only when the players do. In terms of assets, basic sprites were created for the knight, enemies, ticker, and board tiles.

Activity Breakdown

Charles Tark was responsible for implementation of the InputController module as well as ensuring that controls and player movement functioned as expected. He was also responsible for the synchronizing the movements of enemies with the players'. Specifically, he was involved with the following activities:

- Implementation of the InputController module
- Debugging of knight movement
- Debugging of the enemy movement
- Synchronizing enemy movement with player movement
- Creation of the game logo

In total, he spent approximately 9 hours working on the associated tasks. In general, the activities listed were a necessary and productive use of time. However, a lot of time (around 1-2 hours) was spent configuring the IDE and Git. In the future, minimal time will be spent performing such tasks.

Gagik Hakobyan was responsible for importing the framework for our gameplay prototype. He combined elements of labs 2 and 3 into a single skeleton with TODOs for each group member to implement. He also spent some time with Austin and Charles discussing the architecture of both our game and the gameplay prototype. Specifically he:

- Built the project skeleton/framework
- Determined a rough software architecture
- Wrote initialization code for the level
- Assigned rough programming tasks to everyone in the group

In total, he spent around 9 hours working on writing the skeleton and other code associated with the gameplay prototype and an additional 2-3 hours discussing the architecture with Austin and Charles.

Austin Liu was responsible for implementing some modules and working on certain controller modules with Gagik. Specifically, he was involved in:

- Implementing the Knight module
- Implementing bounds in the character movement
- Composing and arranging sample music files
- Setting up and maintaining the Git repository, as well as well as helping resolve configuration issues between Git and IDEs.

In total, he spent about 9 hours working on the above tasks. However, at least 2-3 hours were spent resolving issues related to branching and merging on Git using both the command line and graphical interfaces. These issues should become less problematic now that the .gitignore file has been set up.

Kylar Henderson was responsible for implementing drawing code for all elements of the prototype and keeping track of team progress. Her main tasks were:

- Establishing draw methods for the Knight, Enemies, and Board
- Converting enemy and knight positions to on screen coordinates
- Collaborating with other team members to distribute work

In total, she spent about 5 hours working on these. Most of this time was spent working with other team members to coordinate plans. In the future though, more time will be committed to working on programming.

Andrew Halpern was responsible for designing the game level for and background for the first level. Specifically, he was involved in:

- Designing the tiles for the first level
- Designing the game's rhythm "ticker" to show player's status in the game
- Brainstorming new ideas for the game's core mechanics

In total, he spent around six hours working on these assets and collaborating with the rest of the team for the gameplay prototype.

Julia Cole was responsible for creating assets for the game and directing other members contributing assets. She was involved in:

- Creating the player sprite
- Creating the monster sprite
- Directing Andrew and Charles on design tasks

In total, she spent around four hours working on the above tasks. It is expected that the workload for design will increase when we settle on the details of our game.

Additionally, the group spent about two hours last week and four hours this week on group discussion.

Milestone Predictions

For the technical prototype, we plan to incorporate the rhythm component into our current prototype, such that movement on a rhythm is viable in the style of the puzzler we are considering. Furthermore, we plan to implement and integrate the action ticker into our prototype as well as win and loss states. During this time, we will consider and experiment with various rhythm-based gameplay schemes such that gameplay is not too hectic and/or challenging. We will also complete the architectural specification.

Tests for Acceptance

- The rhythm controller doesn't desynchronize noticeably
- Win and loss states function properly and as expected
- The action ticker correctly indicates the next required actions
- Rhythm-based gameplay is integrated such that it is not too difficult or frustrating
- Players receive visual and/or auditory feedback for successfully performing certain actions such as matching the rhythm
- The board will be implemented with tiles in a way that is simple

Risk Assessment

- Music may be difficult to synchronize properly with the actions of all characters
- Identifying an adequate scheme by which we would integrate rhythm may prove to be challenging
- Certain players may find the combination of rhythm and puzzle elements to be too difficult or complicated

Activity Breakdown

We intend to allocate 4 hours over the next two weeks to meeting time.

Charles Tark Over the next two weeks, Charles will be responsible for helping Gagik in the creation of a new architecture specification, implementing and debugging any modules necessary for the technical prototype, and creating any necessary visual assets as specified. The time estimates are as follows:

- Designing the game's architecture with Gagik - 4 to 5 hours
- Miscellaneous coding necessary - 10 to 12 hours
- Production of any needed visual assets - 2 to 4 hours

Gagik Hakobyan Over the next two weeks, Gagik will be responsible for designing the gameâĂŹs architecture with Charles, and more specifically with designing the skeleton for our technical prototype. He will also help in implementing our rhythm system. The time estimates are as follows:

- Designing the game's architecture with Gagik - 4 to 5 hours
- Miscellaneous coding necessary - 10 to 12 hours
- Production of any needed visual assets - 2 to 4 hours

Austin Liu Over the next two weeks, Austin will be responsible for helping Gagik with the The time estimates are as follows:

- Music composition and preparation - 4 hours
- Helping Gagik with modules related to rhythm detection and synchronization - 3 to 4 hours
- Miscellaneous programming assigned by Gagik - 10 to 12 hours

Kylar Henderson Over the next two weeks, Kylar will be responsible for working on coding tasks assigned by Gagik and managing team meetings and progress. The time estimates are as follows:

- Miscellaneous programming tasks assigned by Gagik - 8 to 10 hours
- Coordinating and leading group meetings - 4 to 5 hours

Andrew Halpern Over the next two weeks, Andrew will be responsible for designing more gameplay levels, creating more tile assets for the game, and redesigning the new "ticker" meter graphics The time estimates are as follows:

- Gameplay Levels - 3 hours
- Tile Assets - 3 hours
- New "ticker" meter design - 3 hours

Julia Cole Over the next two weeks, Julia will be responsible for directing the production of assets. She will refine character design, attempt some basic animation, and ensure that everything is connecting visually. The time estimates are as follows:

- Polish and add any necessary characters - 2 to 4 hours
- Implement basic animation - 2 to 4 hours
- Check in with Charles and Andrew and ensure a cohesive design - 1 hour