# **CSD2451 – INDIVIDUAL MILESTONE REPORT – V01**

**Contents**

The contents of this report must start with the following (in this order, with all caps for the section titles). Anything in italics here must be changed to whatever is appropriate for you (but should not be in italics in the actual submission you send).

**MILESTONE**: M4 Alpha

**TEAM NAME**: Illusion

**GAME NAME**: Twilight

**JOBS/CHAMPIONING**: Programmer, Editor designer

***CODE:***

|  |  |  |  |
| --- | --- | --- | --- |
| **File** | **Lines of code** | **Describe your current work added/ updated in the file** | **Reference (if any)** |
| *Graphics.cpp* | 450 | *Added support for batch rendering techniques* | www.opengl.org |
| *Audio.h* | *4* | *Added spatial 2D audio support* | www.fmod.com |
| *Audio.cpp* | *50* | *Added spatial 2D audio support* | www.fmod.com |
| *Physics.cpp* | 10 | *fixed dynamic SAT collision bug* |  |

***TOTAL LOC: 510***

**Custom Engine – Gameplay:**

*2 different gamepad control schemes (A to fire, LT to fire. LT to fire tested best.)*

*3 different types of ranged damage (projectile, instant-hit, projectile with aim assist. Instant-hit tested the best.)*

*Hacked together a basic stealth mechanic (Findings: AI needs to have more states for stealth to appear ‘real’.)*

**Extras:**

*Came up with all game mechanics for all the levels and wrote entire GDD.*

*Spent 6+ hours optimizing the physics engine.*

*Rehearsed our Beta presentation with my team.*

**Notes:**

*We struggled with this milestone due to a massive assignment’s workload in some other modules, but at least we still got a decent game output with all mechanics and levels in place. This was mainly due to the great collaboration and team efforts while respecting our individual tasks delivery.*