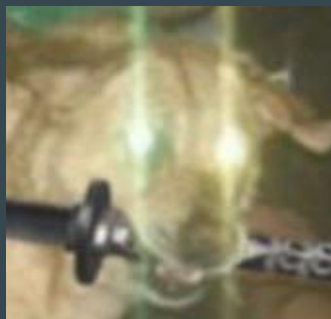# Through The Ages

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By: Gabe Armstrong, Brannon Fletcher, Josh Knibbe, Noah Kuite

The Dev Team (again)

Noah Kuite
- Enemies
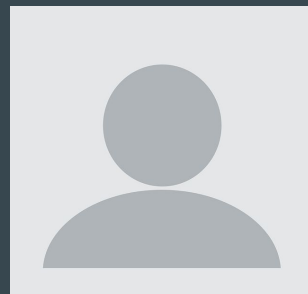- Player Controls
- Level switching

Gabe Armstrong
- Player combat
- Item implementation

Brannon Fletcher
- Level Design
- Level Switching
- Music Design

Josh Knibbe
- Player Animation Design
- Animation/Transition Implementation

The Project (again, but at a high level…)

A hardcore platformer where the player begins in ancient times and progresses to a new time period after the completion of a level by fighting their way through numerous enemies without dying.

 The other time periods include medieval, and the future.

The player can choose between a variety of weapons, both melee and ranged. Creating a dynamic weapon experience through the ages.

Time Goals

- A majority of the time goals were met, with a large portion of what we discussed completed
- Took a little longer on most of implementations, Unity was more frustrating than anticipated
- Ran out of time to implement a menu system.
- Ran into multiple problems with Unity and Git on Windows. (Weren't able to push the game at some points)

Differences from Midterm

- New enemy(in cyberpunk level)
- New Levels
- Player can choose a weapon, including different weapons based on the time period
- No longer a roguelike, now a more standard platformer
- Health potions
- Each time period has its own original background music!
- New animations
- More headaches

Testing

- Focused primarily on testing the player movements and interactions with the enemies
- Player controls(Jump, left, right, attack, switch weapon, heal)
- Enemies dealing damage and taking damage properly
- Player interacting with the levels properly(being able to jump, etc.)
- Animations work properly
- Animations change and weapons change based on time period
- Scaling models and levels to correct size

"It's a feature, not a bug."
-   Kermit