®Playability Game Development Plan: The Chameleon

CPSC 427 - Video Game Programming

Fall 2019/20

Using up 2 late day

Team members

Kunal Aildasani 35162156
Jose Arevalo 33250151
Seraph Hong 38134110
Viven Iyer 13877337
Taiga Kimura 12168167
Jvalana Shankar 20566155

Development Plan

Original Plan:

Week: October 25 - Develop prototype level design, prototype UI/UX
- Prototype via art, using photoshop, paint, or pen and paper

Week: November 1 - Implement designed levels
- Core mechanics implementation complete - walls, menus, movement between levels, collisions with wanderers

Week: November 8 – **Playability**
- Level selection implemented
- Finalize art and Music

Playable Game:

- Key game logic conceptualized
  - Screens flow updated
    - Start screen - Home Screen
    - Story Screen - Background of character, Now accessible as part of the start screen flow
    - Controls Screen - Controls options available to user, Now accessible as part of the start screen flow
  - Cooldown for -
    - color consequences
    - Character shot by shooters
    - Alert mode
  - Color consequences updates
    - Flash updated
    - Dash Controls disabled
    - Wall collision while dashing releases particles that fade away
  - Bullet collision with character :
    - propels character back
    - Changes character colour to white
  - NPCs introduced (Shooters)
    - Sprites implemented
  - Shooter changes direction depending on character movement direction

        - Shoots a bullet that when hit changes the main character's color back to white.
    - Boundaries implemented
        - Wall collision
    - Guard (Wanderers) movement implemented
        - Pathing AI to cycle around the map
        - Pathing AI to chase the player when in Alert mode
    - Guard (Shooters) spawning implemented
    - Guard (Spotter) field of view implemented.
        - Sprites changed accordingly to visualize changes in field of view.
    - Screen overlay introduced
        - Alert mode visualization
        - Normal mode visualization
        - HUD
        - Cooldown bar
    - Character scaling changes to make aesthetically better
    - Multiple implementations of map
        - Tutorial
        - Test Map
        - Level_1 - Museum
        - Level_2 - Ruins
        - Level_3 - Labyrinth
    - Hardcoding of npcs
    - NPC AI
    - Memory Leak detection (instruments, Visual Studio)
    - Time profiling (instruments, Visual Studio)

- Creative Component
    - Wall collision animation with dash
    - Original Cutscenes before each level
    - Simple time-stepping mechanism
        - Compatible for both os