**Group Name (Haven’t decided)**

Fujimoto, Teddy (tfujimoto@wustl.edu)

Stull, Anna (annastull@wustl.edu)

Nam, Arnold (a.nam@wustl.edu)

Gwak, Byeongchan (b.gwak@wustl.edu)

Weekly Iteration Progress

Project Name

**Due date - Jan 28th**

One sentence description of game: We want to make a zombie game where you defend your house from zombies.

**1) Latest Core Loop**

Input - Keyboard and Mouse

Action - Shoot projectile

Obstacle - Enemies coming at you

Goal - Remove all enemies on screen and survive for a set amount of time.

**Final presentation version**

<https://byeongchan.itch.io/vg1-teddyteamfinal-0420>

# Week 12 - Playtesting Round 3

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

: <https://byeongchan.itch.io/vg1-teddyteamfinal-0414>

| **Playtester** | **Observations (What did or didn’t resonate with players?)** | **Influencing Context/Other Notes** |
| --- | --- | --- |
| Lawrence Liang | -Audio resets between levels. He turned it off in stage 1 and it got turned back on in stage 2. Sound off buttons doesn't work until you turn it back on and then back off again. Sometimes, gun shot sound comes backl  -Upgrade costs do not carry over in between stages. Some upgrade costs appear to be incorrect  -Boss felt too easy, death animation for enemies blocks bullets and the corpses of the enemies can still hurt you - food spawns on top of each other so bad apple that hurts you can spawn behind healing food so you take damage when it looks like it should heal you  -Liked that different monsters were different |  |
| Chaeyoon Gwak | > The background music goes well with the game  > Not sure what went well when pressed the upgrade button in the middle of the stage  > The 1st and 2nd stages are so similar. Wish there was a difference  > The second stage was too difficult(Because of lack of bullet)  > It was nice to see the final ending screen. |  |
| Leon Plucknett | +Cool variety of monsters  +Graphics/pixel art looks really good  +Super responsive and simple to play, could play this game for a couple hours if it was longer  +Liked background music a lot, it’s fun to shoot on the beat  -There’s not enough downside to spamming reload every time you shoot | -Noticed the UI covers part of the instructions screen  -Can cheese final boss by getting him stuck on the barrel |

* Summary of your reaction to the feedback.

We are happy to complete our project but there’s some bugs that interfere with the game. For example, some bugs on the upgrade screen and there seems to be a problem with the reloading bullets. However, on the other hand, simple play style, nice background music and shooting seems to have gotten good reviews.

* Summary of what you will implement based on the feedback and why.

We'll also check the main drawbacks for reload issues and other bugs. But we already had conflict issues during our development, so we plan to focus on improving critical problems because of lack of time. We’re going to be careful with making many edits, as they can cause bigger issues in the final presentation.

# Week 11

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

: <https://byeongchan.itch.io/vg1-teddyteamfinal-0408>

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Got game to stop when falling/dying  Fixed animation for falling/got it to occur correctly  Added Game over screen upon death with ability to restart current level or restart entire game | Couldnt get falling animation to reduce size (going to wait for player feedback on it) | Create canvas to handle all menus as parent  Fix any red errors  Remove unused animation (shooting)  Final Boss animation  Add more to background |
| Stull, Anna | Added background music and new sound effects (reload, bullet pickup, gunshot, eat)  Found a final boss!  Added monsters outside the castle  Started working on end of game screen (new animation & stage design) | End of game screen still needs work (better animation & text layout) | Finish end of game screen, adjust loading screen, keep working on outside environment (more monsters), help design level 3 |
| Nam, Arnold | Nothing | All upgrades | Shooting upgrades  And implementing all upgrades |
| Gwak, Byeongchan | [Major]  + Implement push back when colliding with a monster or a spike  + Add menus for game playing(Add howto, sound on, sound off)  [Minor]  + Fix Canvas bugs  + Fix sound bugs | + add arrow to switch  -> Change it to a reinforcement of a bullet. | + Work on final stage |

Attach any other notes, screenshots, or helpful materials.

[Anna] Boss monster? <https://assetstore.unity.com/packages/2d/characters/bringer-of-death-free-195719#description>

**Gwak :**

**1. How about shooting upgrade?**

Set exp boundaries and if exp touches some level, then upgrade automatically. And the bullet getting bigger and has more power

**2. What’s the final stage like?**

Final stage would be,, there is one final boss and it can not be hit by normal bullet.

So, kill monsters as many as possible to get an upgrade for the bullet while avoiding the boss

**3. Do we have an ending screen? At least text explanation?**

Anna is working on this :)

# Week 10(4/1)

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

: <https://byeongchan.itch.io/vg1-teddyteamfinal-0401>

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Made changes in starting ammo/ ammo available before reload  Started falling animation when player touches pit  Fixed bug with text on screen not properly updating total ammo.  Changed arrow to pistol |  | Finish falling animation (Want to make player size reduce while falling and make it so player can no longer move)  Help look for final boss |
| Stull, Anna | Updated loading screen  Made loading screen wait for user input to disappear  Added new obstacles to level 2 (spawn points & spikes)  Adjusted player & monster movement for better game feel | None | Add background music, search for final boss sprite, create game ending screen |
| Nam, Arnold | Finished functions for upgrading |  | Attach functions to character and upgrade screen to the menu and game |
| Gwak, Byeongchan | [Major]  + Add a final stage(stage3) and a boss  + Adjust the monsters according to the stage level  1 : Bat, ghost, toast  2 : skeleton, flyingeye  [Minor]  + Change ammo img to a new one  + Add sound when monsters die  + Shrink spike’s size on Stage2  [Bugs]  + Fix a shoot sound just after starting the game | + Add menus for game playing | + Add menus for game playing  + Pushed back when we take damage  + Stage2 spikes disappeared  + Make a ending screen  + Find a boss image  + add arrow to switch |

Attach any other notes, screenshots, or helpful materials.

Gwak :

1. Need to talk about the arrow ammo system.
2. About monsters according to stage level.

# Week 9(3/23)

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

:<https://byeongchan.itch.io/vg1-teddyteamfinal-0323>

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Made reload feature with a maximum amount of ammo to make it more difficult. Also added ammo drops upon enemy deaths in order to refill ammo. | The Animation for shooting is still not working (I stopped working on it since we are using a bow rather than a pistol). | Fix bugs found in user testing  Try and work on rebalancing the ammo system within the game |
| Stull, Anna | Created and implemented loading screen, adjusted monster movement/rotation for better game feel, added on to tile maps | Monster and player movement still need some improvements (less slippery) | Update loading screen to reflect reload/other new features (and wait for user input to exit), add new obstacles to level 2 (spikes, different spawn points) |
| Nam, Arnold | Continued working on upgrade screen | Upgrade screen still needs more refinement | Attaching the upgrades to character and adding it between screens |
| Gwak, Byeongchan | [Major]  + Implement a stage changing  - Currently, we have 2 stages  - If kill remains zero, then move to the next stage  - Made 'DoorToStage' invisible  + Add some sound effects  - shoot sound, monster die sound  [Minor]  + Add ‘Current stage info’ in Player's status  + Fixed ‘Canvas size of status’ problem  - Canvas object's width and height are way too big  [Bugs]  + Adjust Player's status layer order  - It go behind the pillar | + Adding another weapon.  - Try to add sword but it will take some time | + Add menus |

Attach any other notes, screenshots, or helpful materials.

# Week 9 - Playtesting Round 2

| **Playtester** | **Observations (What did or didn’t resonate with players?)** | **Influencing Context/Other Notes** |
| --- | --- | --- |
| Yeunju Lee | 1. The movement of the player feels a little slippery. Want a less slippery floor.  2. Stage 1 & 2 are too similar. There’s like no boss monster.  3. The arrow disappears even though it has not touched the object. | 1. Less fun because of the endless reloading arrows. It would be nice there’s some limitation of the arrows |
| Allen Buckner | 1. He liked the UI of the game 2. Enemy models are fixed and rotated 3. He liked the instructions at the beginning 4. He thinks the instructions could stay on screen longer (til user inputs) 5. He thinks we should be pushed back when we take damage | 1. We could add a title screen 2. He think the ammo should be rebalanced (not enough arrows at beginning and couldnt finish level) 3. Have enemies flash when hit or another way to indicate damage has been dealt |
| Parker Stenseth | 1. Liked death animations 2. Monsters too hard to kill (couldn’t make it past level 1) 3. Not enough ammo & had a hard time figuring out how to reload | 1. Suggested player should not be able to move/fire while the loading screen is still up 2. Suggested falling animation for when player steps onto spawn pit 3. Suggested ability to pause the game |

Summary of your reaction to the feedback.

We are glad the players liked some of the elements we’ve been working hard on such as animations, UI, and the instructions/loading screen. We also appreciate the playtesters’ perspective on elements of the game such as weapon capacity and movement so we can adjust these elements for better game feel.

Summary of what you will implement based on the feedback and why.

We will focus on adjusting the ammo reload feature since all playtesters suggested improvements for this. We will also adjust the loading screen to be responsive to keyboard input and continue adjusting enemy and player movement and animations for better game feel based on playtester suggestions. We can also work on implementing new features that our playtesters suggested such as pausing, title screen, and more level variety since these could make our game more fun to play.

# Week 8(3/11)

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

:<https://byeongchan.itch.io/vg1-teddyteamfinal-0311>

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Added Shooting animation.  Set up basic ammo system for game  Made some balance changes with additional food spawns and enemy changes | Shooting animation is a little broken, transitions aren't quite clean right now. | Clean up the shooting animation  Add a reload system aside from just auto reloading+ammo pickup |
| Stull, Anna | Expanded level 1 and 2 design, fixed death animation bugs | None | Adjust enemy movements & animations for better game feel (stop walking forward when hit), make “loading screens” to show player what items do, how to play, how to get to next stage, etc. |
| Nam, Arnold | Continued adding to upgrade select screen | Did not get to implementing power ups | Continue working and finishing power up screen |
| Gwak, Byeongchan | + Adjust walls due to the resizing of the Stage1  size  + Add Stage2 and switching Stage1 and Stage2  (Just added door to another stage, but this is for test. ) | + Adding another weapon. | + Adding another weapon. |

Attach any other notes, screenshots, or helpful materials.

# Week 7(3/4/22)

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

: <https://byeongchan.itch.io/vg1-teddyteamfinal-0304?secret=lByW26zbY09lTXYs6ULpC8Ev0gg>

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Fixed bugs with projectile collision with objects and with walls. Limited monster and food spawns. Also added preliminary boss to spawn at certain intervals within level. | None | Add Ammo system  Add firing animation.  Fix additional bugs/warnings |
| Stull, Anna | Fixed 3 bugs from last week, found and implemented 2 new enemy sprites & animations | None | Expand level 1 design, fix death animation bugs |
| Nam, Arnold | Worked on the upgrade select screen in between levels | Movement | Finish upgrade select screen and implement power ups from that |
| Gwak, Byeongchan | + Made Camera move and colored more tiles  + In Hierarchy property, organized objects into folders(Ex. Food Spawn 1,2,34 -> Food Spawn Folder)  + Delete Projectile walls cause there are duplicated  + Shrink the size of the arrow because of a collision. When shooting near wall, arrow just vanish instantly because it collides very first it is shooted  + Adjust arrow mass to 5  + Fixed several null point errors | + Adding another weapon. | + Adding another weapon.  + Adding another stage |

Attach any other notes, screenshots, or helpful materials.

# Week 6

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

<https://byeongchan.itch.io/vg1-teddyteamfinal-first?secret=A1DwkrORWxAdGrVQVuncmsMKto>

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Added random spawn for food.  Added more food prefabs  Started work on boss  Playtested with friends | Haven't fully implemented boss yet | Finish working on boss.  Resolve some bug issues |
| Stull, Anna | Implemented level timer, added new player and zombie sprites & animations | Did not get to work on expanding levels | Find more pixel art enemies to fit with the art style and do animations/movement for them, fix spawn bugs |
| Nam, Arnold | Changed reticle to Bow  Made reticle follow cursor  Gave the character a dash with a cooldown | Powerups (not sure if we want to do this mid level or between levels) | Make movement and firing feel better  Start working on inbetween level select |
| Gwak, Byeongchan | + Making it look like monsters coming out of the spawn areas.  + Making game stat(Q6)  + Making a score board to show the user about game information. | none | + Adding another weapon.  + Figuring out camera movement. |

Attach any other notes, screenshots, or helpful materials.

+ Byeongchan

* So far, this is good enough for version1, but we need to set the purpose of this game. How about a defense game? We’re guarding our home from monsters for some amount of time etc..

Arnold - I noticed that the arrows are hitting the areas where the food is supposed to spawn and are despawning the arrows. I tried to fix this but was unable to.

Current bugs:

* Arrows hitting food (Teddy will fix)
* Arrows getting stuck (Teddy will fix)
* Can walk over spawn points (Anna will fix)
* Zombie toast never spawns (Anna will fix)
* Spawn upside down (Anna will fix)

Decisions:

* Purpose of the game:
* Level layout: larger scenes
* Which monsters do we keep/replace: keep Zombie toast, replace other monsters with pixel art enemies
* Give different enemies special attacks to make them feel different

# Week 6 - Playtesting Round 1

| **Playtester** | **Observations (What did or didn’t resonate with players?)** | **Influencing Context/Other Notes** |
| --- | --- | --- |
| Jisung Gwak | Shooting monsters was fun and I want more monsters to knock out.  There are places where arrows don't go out. | Game was too short and the map was too small. |
| Johny Gaddy | He didn't like how there was no sound in the game.  He mentioned a lot of monsters spawn at once (should add limit to monsters on screen)  He liked the variety of enemies.  Enemies spawn upside down on the right spawn.  Hitbox on log was really large  Arrows cant shoot up against the wall | He asked if anything could be done with water.  Should add sound  Add Enemy health bars  He said it was ambitious for a first version. |
| Lawrence Liang | Game feels okay but felt that it was too easy  Limit the fire rate  Arrows hit food and despawn  Arrows do not spawn when near a wall  Food spawn feels bad since it limits your movement and blocks arrows  Movement feels like walking on ice and the dash feels bad to use  Add diagonal dash | Wondered if there was some way to improve enemies |
| Will Hella | -Liked movement mechanics and evading enemies  -Confused about how the level ends (timer vs kills)  -Confused about purpose of coins and exp  -Liked the art style  -Wanted music and sound effects | -Noticed arrow bug (arrow gets stuck and wont fire)  -Suggested more instructions at beginning of game (point out which powerups are good or bad) |
| Allen Buckner | I like the character sprite Movement is smooth controls are responsive  Arrows shouldn't be able to collide or be blocked by pickups  Pickups should be more generic food stuff  He said Avocados and garlic are weird choices that make it less obvious what the items are.  Said we could use instructions for our controls | He said we could do different themes for different levels which sounded like a good idea. |

Summary of your reaction to the feedback.

All of them liked our movement and thought the controls were nice and responsive. General criticisms were mainly of small bugs (projectile layer for instance was wrong) and hitbox issues. Also a criticism was we needed more content which we will work on in level 2. We also got a lot of good feedback on things to implement such as power ups, new levels, and instructions.

Summary of what you will implement based on the feedback and why.

We need to fix some of the minor bugs that our playtesters brought up. We also need to make some things clearer in our game, like the general story and what the purpose of some aspects such as coins, exp, etc are because this was not clear to the playtesters. We will probably implement music and sound effects later.

# Week 5

**Latest WebGL Build (with updated page description that bullets the latest changelog):**

<https://itch.io/>

<https://byeongchan.itch.io/vg1-teddyteamfinal?secret=Am7Wej3ZuqnETGvM33e8sWsdZ30> (older version without health bar)

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Set up a Health bar system with damage from enemies and ability to regain health with food drops. | Didnt do a heart system for hp went with hp bar instead | Playtest  Add level 1 boss  Spawn food |
| Stull, Anna | Designed level 1, adjusted enemy spawning | None | Implement level timer, configure player and enemy sprites, work on extending level design (scrolling level?) |
| Nam, Arnold | Managed to join plastics | Aiming and shooting | Weapon Power Ups  Change aiming reticle and how it follows your cursor |
| Gwak, Byeongchan | + Making the following target(Q5)  + Made another repository for all.  + Apply animation and shooting with zombie sprite!  + Exporting the game so far through itch.io  <https://byeongchan.itch.io/vg1-teddyteamfinal?secret=Am7Wej3ZuqnETGvM33e8sWsdZ30> | None | + Making game stat(Q6)  + Making a score board to show the user about game information.  + Making popping up monsters from the spawn area. |

Attach any other notes, screenshots, or helpful materials.

# Week 4

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Picker Character Sprite and zombie sprite, added to project and established health loss on contact with zombie. Also set up plastic for group | none | Improve on the Health system by creating player object/hearts for hp on screen  Troubleshoot Plastic issue |
| Stull, Anna | Found environment assets, implemented projectile damage, joined plastic group | none | Implement zombie spawning & movement |
| Nam, Arnold | Found some weapon sprites. Not Sure about weapon style.  Found how to get mouse position | Did not get to shooting at mouse | Attempt to implement shooting and add weapon sprites  Look for more sprites that may fit aesthetic  Join plastics group |
| Gwak, Byeongchan | Figure out how to make animation.  Think about the perspective of the game. => We’re gonna go with Top view. | none | Join plastic group  Apply animation and shooting with zombie sprite! |

Attach any other notes, screenshots, or helpful materials.

<Gwak>

0. Plastic source control. ‘First 3 users and 5GB are free.’ What is it..? Should I go on to install?

<https://www.plasticscm.com/download/checkout/confirmcheckout>

1. Which perspective? Top view? Or Side view?

* **Top View**



* Side view



<Arnold>

Weapon Assets:

<https://assetstore.unity.com/packages/2d/gui/icons/ultimate-2d-weapons-warfare-7-weapons-134023>

<https://assetstore.unity.com/packages/2d/textures-materials/2d-sci-fi-weapons-pack-22679>

<Teddy>

Zombie Asset:

<https://lhteam.itch.io/zombie-toast>

2D Character

<https://elthen.itch.io/2d-pixel-art-archaeologist>

<Anna>

Environment Assets:

<https://assetstore.unity.com/packages/2d/environments/rogue-fantasy-castle-164725>

<https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605>

# Week 3

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Started Basic Movement  Found a Zombie Asset (gonna replace with sprite) | Couldn't find player asset | Keep looking for player assets (sprites)  Look into damage from contact  Create plastics for group |
| Stull, Anna | Learned movement basics | None | Looking for environment, research projectile damage |
| Nam, Arnold | Learned basic Unity | None | Look for weapon sprites, look into weapon shooting, aiming at mouse? |
| Gwak, Byeongchan | Learned basic Unity movement and Gravity | None | Figure out how to animate sprite images |

Attach any other notes, screenshots, or helpful materials.

# Planning to switch to top down kinda like enter the gungeon

Free Zombie Asset (check with professor if we are allowed to use first) :https://assetstore.unity.com/packages/2d/characters/2d-animated-zombie-184521

# Week 2

| **Group Member** | **Weekly Contributions** | **Missed Goals** | **Next Week’s Goal** |
| --- | --- | --- | --- |
| Fujimoto, Teddy | Formed group, downloaded unity | None | Set up meeting times, look for free unity assets for character/zombies |
| Stull, Anna | Formed group | None | Set up meeting times,  learn/practice keyboard movement |
| Nam, Arnold | Formed group | None | Set up meeting times |
| Gwak, Byeongchan | Form a group | None | Set up meeting times |

Attach any other notes, screenshots, or helpful materials.

# 