Milestone 1 Report

Waypoint

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Gameplay Prototype Progress Summary

On the programming side, we completed our objectives of implementing ball shooting, ball shooting UI, and ball related physics (mainly bouncing off walls). Additionally, we achieved our stretch goals of implementing guard movement and a system for guards to appropriately detect the ball. This opened us up to adding a few more goals for our technical prototype, as we're ahead of our predicted implementation timeline. Finally, we passed our test for acceptance: during playtesting, our game did not crash and no unintuitive physics effects were reported by players.

On the design side, we began creating concept art for various portions of the game, including environment design, object design and enemy design. During the process, we found that our largest thematic challenge is integrating the whimsical feel we want our game to have with the tense and serious setting / mechanics of a stealth game set in prison. We decided that going forward, we would design our aesthetic to merge traditionally gritty prison environments with cartoon-style characters and neon colors to hopefully achieve this balance. While we experimented with perspectives, further work needs to be done to choose the final perspective for our game.

Gameplay Prototype Activity Breakdown

Isabel Selin

Selin researched references and created concept art for enemy design.

Due	Task	Expect	Done	Time
2/19	Create agenda for weekly group meeting	.5	✓	.5
2/19	Weekly group meeting	1	✓	1
2/22	Edit & final readthrough for milestone document	1.5	✓	2.5

Due	Task	Priority	Expect	Due
2/26	Create agenda for weekly group meeting	.5	✓	.5
2/26	Weekly group meeting	1	✓	2
2/27	Research enemy character design	1	✓	.5
2/28	Create enemy concept art	3	✓	1.5
2/28	Write for gameplay specification	1	✓	2
3/1	Create design presentation for gameplay prototype	1	✓	1
	Total time	**10.5**		**11.5**

Yuxiang Yu

Yu modified the lab code to create the base code for the game. Yu also worked on guard movement and ray casting.

Due	Task	Expect	Done	Time
2/19	Weekly group meeting	1.5	✓	2
2/21	Write contributors and production dates for milestone document	1	✓	1
2/24	Create base code for game	4	✓	4
2/26	Weekly group meeting	1.5	✓	1.5
2/28	Implement ray casting for object detection	3	✓	3
2/29	Edit gameplay specification	1	✓	1
3/1	Experiment with Box2dLights	2	✓	2
3/1	Implement guard movement and rotation	2	✓	2
3/4	Weekly group meeting	1.5	✓	1
	Total Time	**17.5**		**17.5**

Courtney Manbeck

Manbeck gathered ideas for the game's visuals, created level concept art, and distributed roles to the team's designers.

Due	Task	Expect	Done	Time
2/26	Weekly group meeting 2/26	1.5	✓	2
2/27	Concept art research	1	✓	2
2/28	Level designs	5	✓	2
2/29	Edit Gameplay Specification	1	✓	0.5
3/4	Weekly group meeting 3/4	1.5	✓	1.5
3/5	Assigning and scheduling work for designers	0.5	✓	0.5
	Total Time	**10.5**		**8.5**

Lucien Eckert

Eckert created concept art for environmental level objects and began the process of researching inspiration for the game's sound design.

Due	Task	Expect	Done	Time
2/26	Weekly group meeting 2/26	1.5	✓	2
2/27	Concept art research	1	✓	1
2/28	Object concept art	2	✓	1.5
2/28	Began sound effect & music style research	2	✓	2
2/29	Edit Gameplay Specification	1	✓	0.5
3/4	Weekly group meeting 3/4	1.5	✓	1.5
	Total Time	**9**		**8.5**

Kevin Klaben

Klaben was tasked with implementing a basic ball UI to give the player a sense of direction and power associated with their shot.

Due	Task	Expect	Done	Time
2/26	Weekly group meeting 2/26	1.5	✓	2
2/28	Mouse-controlled putting mechanics	2	✓	3
2/28	Putting UI	2	✓	3
3/1	Porting UI for drag from anywhere ball mechanic	1.5	✓	2
3/1	Putting UI debugging	1	✓	1
3/4	Weekly group meeting 3/4	1.5	✓	1.5
	Total Time	8		12.5

Tony Qin

Qin was tasked with implementing the dragging motion to move the ball. Qin also fixed a bug with guard detection and spent some time cleaning up the code.

Due	Task	Expect	Done	Time
2/26	Weekly group meeting 2/26	1	✓	1
2/28	Mouse-controlled putting mechanics	1	✓	1
N/A	Ray cast bug fixing	2	✓	1
N/A	Partial code clean up	2	✓	2
3/4	Weekly group meeting 3/4	1.5	✓	1.5
3/6	Contribute to gameplay prototype report	0.5	✓	0.5
	Total Time	8		7

Betsy Vasquez Valerio

Vasquez Valerio was tasked with programming ball collisions, however this was already handled by Box2D. Vasquez Valerio was then tasked to assist with putting mechanics.

Due	Task	Expect	Done	Time
2/26	Weekly group meeting 2/26	1.5	✓	2
2/28	Objectives for Gameplay Spec	0.5	✓	0.5
2/28	Programming ball collision	1	✓	0
2/28	Assist with putting mechanics	1	✓	0
3/4	Weekly group meeting 3/4	1.5	✓	1.5
	Total Time	**5.5**		**4**

Barry Wang

Wang was in charge of the friction of the ball movement. He made some minor bug fixes on the project as well.

Due	Task	Expect	Done	Time
2/19	Weekly group meeting	1.5	✓	2
2/22	Edit non-digital prototype document	1	✓	1.5
2/26	Weekly group meeting	1.5	✓	1.5
2/28	Implement ball movement with friction	2	✓	1.5
2/28	Write action section for gameplay spec	0.5	✓	0.5
N/A	Help to clean code and fix bug	0	✓	0.5
3/4	Weekly group meeting	1.5	✓	1
3/6	Write two-week report	0.5	✓	1
	Total Time	**8.5**		**9.5**

Technical Prototype Predictions

The main goal for programmers is to have one playable level with guards implemented, such that guards can chase the player when spotted, respond to activated alarms, and patrol on set routes. Programmers will also clean up the UI for the ball shots, refine ball movement, improve lighting, implement the losing condition, and add the ability to reset the level.

The main goal for designers is to finalize the visual theme for the game. At present, designers are considering three main themes: cartoon, prison, and neon. For all of the themes, it is important that they convey a whimsical mood. Music and sound effects will also be developed. Artists will provide simple placeholder assets for use in the prototype, to be improved upon in later stages of development.

Technical Prototype Activity Breakdown

Isabel Selin

Selin's primary responsibilities for the upcoming sprint are creating concept art that leans into the cartoon theme and working on the design specification.

Due	Task	Priority	Expect
3/4	Create agenda for weekly group meeting	Medium	.5
3/4	Weekly group meeting	High	1
3/6	Write for 2-week report	High	1
3/7	Compile inspiration photos and references	Low	.5
3/10	Draw character concept art (enemies, golf club, golf ball)	High	1.5
3/11	Draw object concept art (alarms, lights, tunnels, boxes, etc.)	High	2
3/11	Create multiple comprehensive designs (combining all elements)	High	4
3/11	Create sample title screens	Low	2
3/11	Create agenda for weekly group meeting	Medium	.5
3/11	Weekly group meeting	High	1

Due	Task	Priority	Expect
3/13	<mark>Writing for design specification</mark>	High	3
3/15	Revise concept art based on team feedback	Medium	4
	Total Time		**21**

Yuxiang Yu

Yu's task for next week is to implement pathfinding for guards, and to work on lighting effects. Additionally, Yu will finalize the architecture of our code, and work on refactoring and creating base code for the game.

Due	Task	Priority	Expect
3/7	Programming team meeting	High	2
3/8	Refactor code and create base code according to architecture	Medium	6
3/10	Implement guard pathfinding	High	6
3/11	Weekly team meeting	High	1.5
3/13	Work on architecture specification	High	2
3/15	Implement lighting effects	Low	4
	Total Time		**21.5**

Courtney Manbeck

Manbeck's primary responsibility is to design neon-themed levels, objects, and characters. She will also communicate with the other designers to merge aspects of each artist's concept art.

Due	Task	Priority	Expect
3/4	Weekly group meeting	High	1
3/6	Write for 2-week report	High	1
3/7	Compile inspirational images and music	Low	2

Due	Task	Priority	Expect
3/9	Design at least two levels	High	4
3/10	Create designs for objects (alarms, lights, tunnels, boxes, etc.)	High	3
3/11	Weekly group meeting	High	1
3/11	Draw at least three colored character designs for guards	High	3
3/12	Revise concept art based on teammates' feedback	High	4
3/13	Create placeholder assets for objects	High	3
3/14	Work on Design Spec.	High	2
3/16	Prepare for Technical Prototype presentation	High	1
	Total Time		**25 hr**

Lucien Eckert

Eckert's main tasks include creating prison-themed concept art, designing placeholder assets for level objects and beginning music composition and sound design.

Due	Task	Priority	Expect
3/4	Weekly group meeting	High	1
3/6	Write for 2-week report	High	1
3/9	Design at least two levels	High	4
3/10	Create designs for objects (alarms, lights, tunnels, boxes, etc.)	High	2
3/11	Weekly group meeting	High	1
3/13	Create placeholder assets for objects	High	2
3/14	Compose main music theme	High	2
3/14	First draft of music and sound effects designed	High	5
3/13	Writing for design specification	High	2
3/16	Playtesting	High	1
	Total Time		**21**

Kevin Klaben

Klaben's task for next week is to clean up the UI. Additionally, Klaben will implement the ability to change ball characteristics during playtesting to refine ball movement. Klaben will also work to create a more complex level similar to one that will be in the final game.

Due	Task	Priority	Expect
3/11	Weekly team meeting	High	1.5
3/14	Clean up UI	High	3
3/14	Refine ball movement	High	6
3/14	Implementing a more complex level and refining scaling	High	6
3/14	Work on architecture specification	High	3
	Total Time		**19.5 hr**

Tony Qin

Qin's tasks for next week is to continue cleaning up the code. He will also assist Wang in completing the guard AI. If time allows, Qin will also add boxes to the game as a stretch goal.

Due	Task	Priority	Expect
3/7	Programming team meeting	High	2
3/10	Complete guard AI	High	6
3/10	Clean up code	Medium	4
3/11	Weekly team meeting	High	1.5
3/12	Implement boxes	Low	4
3/14	Work on architecture specification	High	3
	Total Time		**20.5**

Betsy Vasquez Valerio

Vasquez Valerio was tasked with implementing alarms, losing condition, and resetting the level.

Due	Task	Priority	Expect
3/6	Write gameplay prototype activity breakdown	High	0.5
3/6	Write programming milestone predictions	High	0.5
3/6	Write technical prototype activity breakdown	High	0.5
3/7	Programming team meeting	High	2
3/11	Weekly group meeting	High	1.5
3/12	Implement alarms	High	6
3/12	Implement lose condition and resetting level	Med	2
3/14	Debugging	Med	3
3/14	Work on architecture specification	High	3
3/15	Playtesting	High	1
3/16	Prepare for technical prototype presentation	Med	1
	Total Time		**21**

Barry Wang

Wang's responsibilities include implementing guard AI, including states, dictated movement, and checking alarms.

Due	Task	Priority	Expect
3/7	Programming team meeting	High	2
3/10	Complete guard AI	Medium	6
3/11	Weekly team meeting	High	1.5
3/13	Work architecture specification	High	1.5

Due	Task	Priority	Expect
3/13	Create UI for design specification	High	3
3/14	Edit design or architecture specification	High	2
3/16	Prepare for technical prototype presentation	Medium	1
3/21	Write two-week report for technical prototype	High	1
	Total Time		**18**