

Team 2 Milestone 2 Development Plan Updates

Game Title: *The Fast and the Furry-ous*

Team Members:

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In this milestone, we added important game play features with better performance. A tutorial level and tutorial page are added to support players when playing the game. Player can select their preferred time and map in 2 player mode.

Some major improvements and differences for this milestone: State machine is implemented, and there are four different types of weapons provided for each character. Friendly fire is enabled to make our game more interesting and challenging. We also adjusted the key and mouse controls-both players use W/A/S/D to move, the mouse scroll to aim and left click to shoot. Players can hit the space bar to pause the game, or E key to end their turn whenever they want. AI is more developed with advanced decision tree in 1 player mode.

Final Game

Week 1

- Stability
 - Fix all previously identified bugs
- User Experience
 - Create tutorial explaining game mechanics
- Creative Components
 - Include advanced graphics (particle system, 2D dynamic shadows)
 - Implement advanced physics system (gravity)

Week 2

- Creative Components
 - Add audio feedback for all meaningful game interactions

Week 3

- Documentation
- Finish any other tasks or fix issues found in previous weeks