Team 2 Milestone 1 Development Plan Updates

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

Team Members:

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There are several technical elements we would like to include within our game. As of minestrone one, we successfully fulfilled some of them in our skeletal game, with many more features yet to come in the future milestones. Most of our technical elements align with what we have planned, with minor discrepancies on certain keyboard inputs.

For the rendering system, our skeletal game is able to load and render shaders, textures, and a cat sprite in a displayed window in a 2D side-view perspective. The cat can move using up/down/right/left keys through matrix transformations. For the physics system, we have created geometric assets including walls on a screen and the cat is able to interact and collide into a wall with certain velocity. Both the cat and wall have different motions including position, velocity and angle. The below list includes the working features we have for milestone one from the original proposal. The following aspects align with our plan in the original proposal:

Week 1

- Gameplay
    - Setting up an ECS architecture
    - Creating the player: a cat sprite can be rendered on the screen
    - Creating the blocks/terrain
- Rendering
    - Basic platforms for characters to stand on
    - Add character blocks

Week 2

- Gameplay
    - Moving characters: the cat can move using up/down/left/right keys

    - Object Collision - basic detection and avoidance: the cat can collide with a wall
- Rendering
    - Add basic textures/sprites
- Testing & bug fixing

One discrepancy is that we change the keyboard input of transforming the cat sprite from using W, A, S, D to up/down/left/right keys.

- 2D Geometry Manipulation
    - Sprites can move using up/down/right/left keys