

Team 2 Milestone 2 Development Plan Updates

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

Team Members:

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For milestone 2 most of our technical elements align with what we have planned, with minor discrepancies on certain keyboard inputs and main menu.

For the rendering system, our skeletal game is able to load and render the main menu, the tutorial screen, the select screen and the game screen. Within the in-game screen, we render the map with tiles as our terrain. We also render the character sprite-cat and the AI enemy. The cat can move using W/A/S/D in the moving mode, aim up/down using W/S, and shoot the AI in projectile using T on the keyboard in shooting mode. We've also added background music and different sound effects. The following aspects align with our plan in the original proposal:

Week 1

- Gameplay
 - Create and implement a simple decision tree structure for user input
 - Player turn system
 - Character attacks
 - Character moves
 - Start Menu
 - Team/Character select
 - Victory conditions
- Animation
 - Create 2 sprite sheets (one for each type of pet)
- Assets
 - New sprites for pet types
 - Map & terrain textures

Week 2

- Gameplay
 - Add health and death state to characters
- Assets
 - Background music

Week 3

- Gameplay
 - Implement aiming projectiles
 - Implement moving logic - players only allowed to move certain distances
 - Start working on CPU opponent
- Help
 - Implement basic hints/user tutorial
- Testing & bug fixing

One discrepancy is that we change the keyboard input of transforming the cat sprite from using up/down/left/right keys to W, A, S, D. We also added sound effects for character taking damage. We changed the number of buttons to 5 to: "1 player", "2 players", tutorial, option and quit.

- 2D Geometry Manipulation
 - Sprites can move using W/A/S/D keys
- Animation
 - Pets react to taking damage (sound effects)