

Team 2 Milestone 2 Development Plan Updates

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

Team Members:

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For milestone 3, we worked on polishing the displaying and game play with more advanced features. For graphical UI, we have completed all the different screens. Our main menu has four buttons, supporting two game mode: 1 player mode and 2 player mode, a tutorial button and an exit button. 1 play mode supports three levels with different maps. Player can choose to play as cat or dog and set the desirable turn time and number of players on each team in 2 player mode. The feature of changing turn time and player number is still under development. Each team has three characters for now. We also changed our control keys in game play: player uses W/A/S/D to move the character, UP/DOWN key to aim shooting projectiles, and ENTER to shoot. In the game, the player is able to see countdown of turn timer for each round, and remaining health for each character. We also added orthographic camera controlled by the mouse so players can see the entire map. If it's in two player mode, the second player uses I/J/K/L to control and the rest remains the same. We also improved our sprite sheets for animation so that the characters have better appearance. We also improved rendering effects and complexity of maps. We changed the enemy team characters into dogs with smarter AI.

Some changes we made in this milestone:

- We changed game play keys to: player 1 uses W/A/S/D, player 2 uses I/J/K/L to move the character, UP/DOWN key to aim shooting projectiles, and ENTER to shoot.

Advanced Game

Week 1

- Gameplay
 - Bug fixing
 - Work on stability and robustness as outlined in the doc
- Animations
 - Add fancier physics-based projectile animations

- Assets
 - Assets for all UI graphical info needs to be created
 - Turn #, player options, player turn
 - Start Screen, character select screen

Week 2

- Gameplay
 - Bug fixing
 - Work on stability and robustness as outlined in the doc
 - Make the terrain more complex using various geometric assets
- Animations
 - Add fancy idle animations