Project Mochi

Member Name : Baudric Chia Qi Wen  
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Main Responsibility : Program outline/planning, task scheduling, game update

Risk & Mitigations :

Risk : Oversight. Due to my inexperience in programming, it is difficult to completely spot, plan and foresee what is to be done for the project & individual tasks.   
(Mitigation): Relying on updates from members to ensure that the tasks allocated are manageable.

Risk : Level design. As our game’s USP is the character size, it is very difficult to design enough levels that are challenging and balanced such that they are all enjoyable.   
(Mitigation): 2 of our members are allocated the task of doing the level designs in order to ensure the quality of the levels.

Bug Reports

A Bugs:

B Bugs:

C Bugs:

Comments :

Worries about how level design will turn out & if we can implement a different method of Camera / game update. [we would like to fix/center our character in the center and update the world around our player. This can give us more area to work around with regards to map/level design. More space basically.]

Highlights :

Was struggling to understand and implement pointers into functions throughout the entire project. Can grasp the concept now and program can run.