

For milestone 3 we are achieving most of the targets we set out for ourselves in the project proposal. We have completed animation work as well as all of the asset design. We added in more items and weapons that the player can use such as a bow and arrow as well as additional mutations that the user can select from when leveling up. We also implemented exp and gold dropping from enemies on death, with the player being able to pick them up. In addition, we implemented a shop where players can buy mutations using gold. In order to make the game more playable for inexperienced gamers, we also added the option of playing the game in easy mode. Furthermore we also worked on improving the main menu layout by adding the parallax background effect to it as well.

What we still need to work on in addition to the next milestone is adding the different types of terrains into the game. We did not get to that in this milestone as some of the mutation and combat code was more challenging than initially expected.