

CS 4730: Computer Game Design

Design Team: Bosses Part II

Overview

For this assignment, you will be implementing the other two bosses for your game.

IMPORTANT NOTES

- 1) For this assignment, your larger group will submit a SINGLE BUILD of your game, with the additions of each of the three sub-teams incorporated. This will serve as a **beta release** of your game.
- 2) In lab, you may have negotiated slightly different requirements than are specified in this document. If this applies to you, then work on the requirements you agreed to with your TA.

Bosses Part 2

The second two areas of your game are each required to have a boss as well. Like last week, your job is to implement these last two bosses. Each should work as specified. You are NOT required to implement the interactions between the boss and the character or with other environmental elements. For example, you may code your boss to charge and ram the player, but you are not responsible for ensuring the player takes damage when struck.

Those interactions are one of the requirements of your level team though, and you are thus required to work with your level team to ensure those interactions are implementable.

Step 2: Beta Build

This week, it should be possible to fully play your entire game. The only missing elements should be very minor (non-game breaking) bugs, lack of music / sound effects, lack of menus / pause screen, etc.. While you are responsible primarily for the behavior of these last two bosses, you should work with your team members to ensure everything gets merged together smoothly and correctly.

Turn In

Submit a single zip of your game on Collab OR a link to a github repository with ALL of the additions from each sub-team incorporated.