

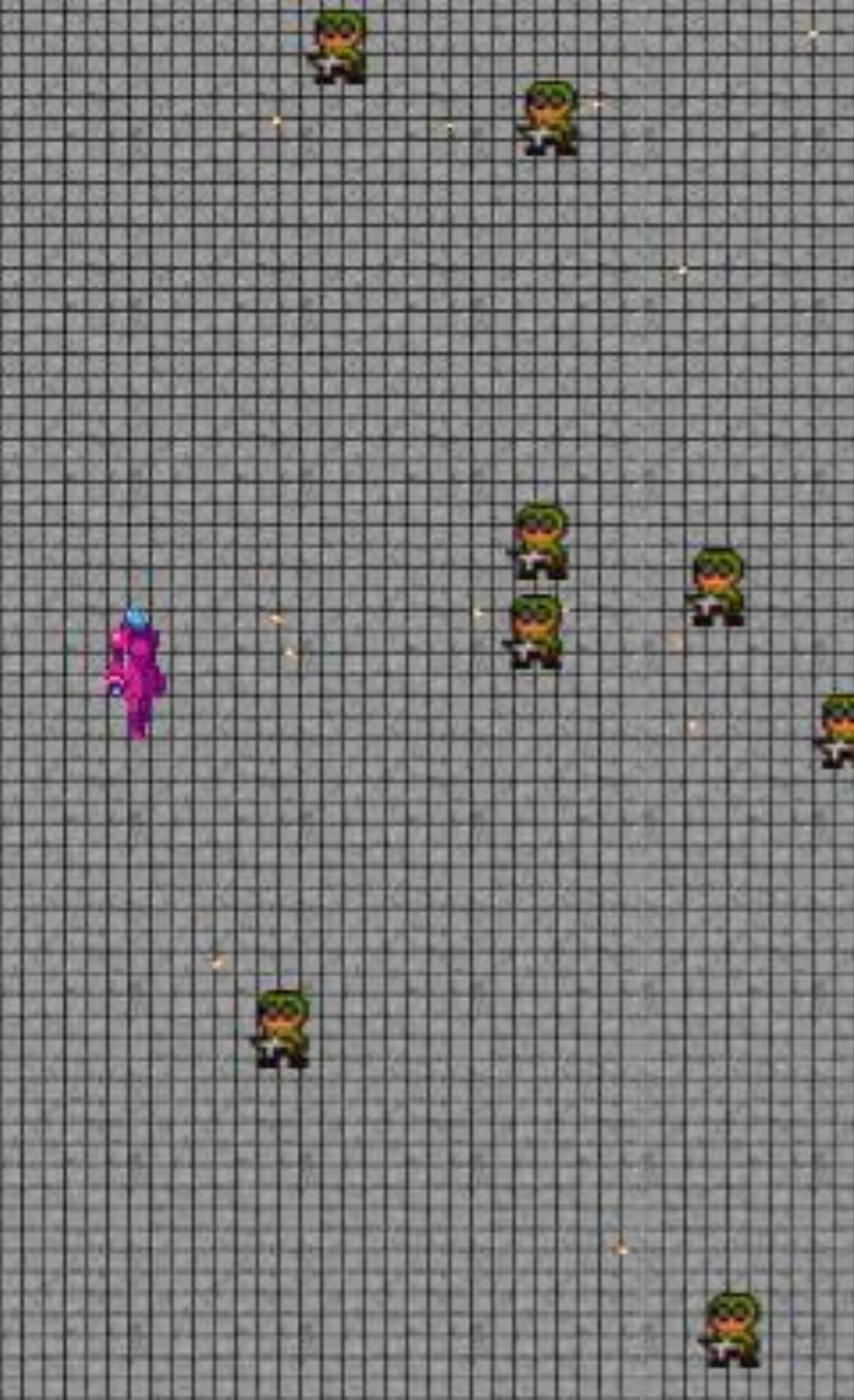
Bad At Unity Midterm

Authors: Matthew Squire, Patrick
Lenga, Hunter Chopp



Project Description

- Our project is to make a 2D dungeon crawler game in unity. Using sprites from unity's asset store as the player model and enemies. Our style will be different from a traditional dungeon crawler. We will instead place the character in a more modern setting to better connect with our main audience (Teenagers/Young Adults).

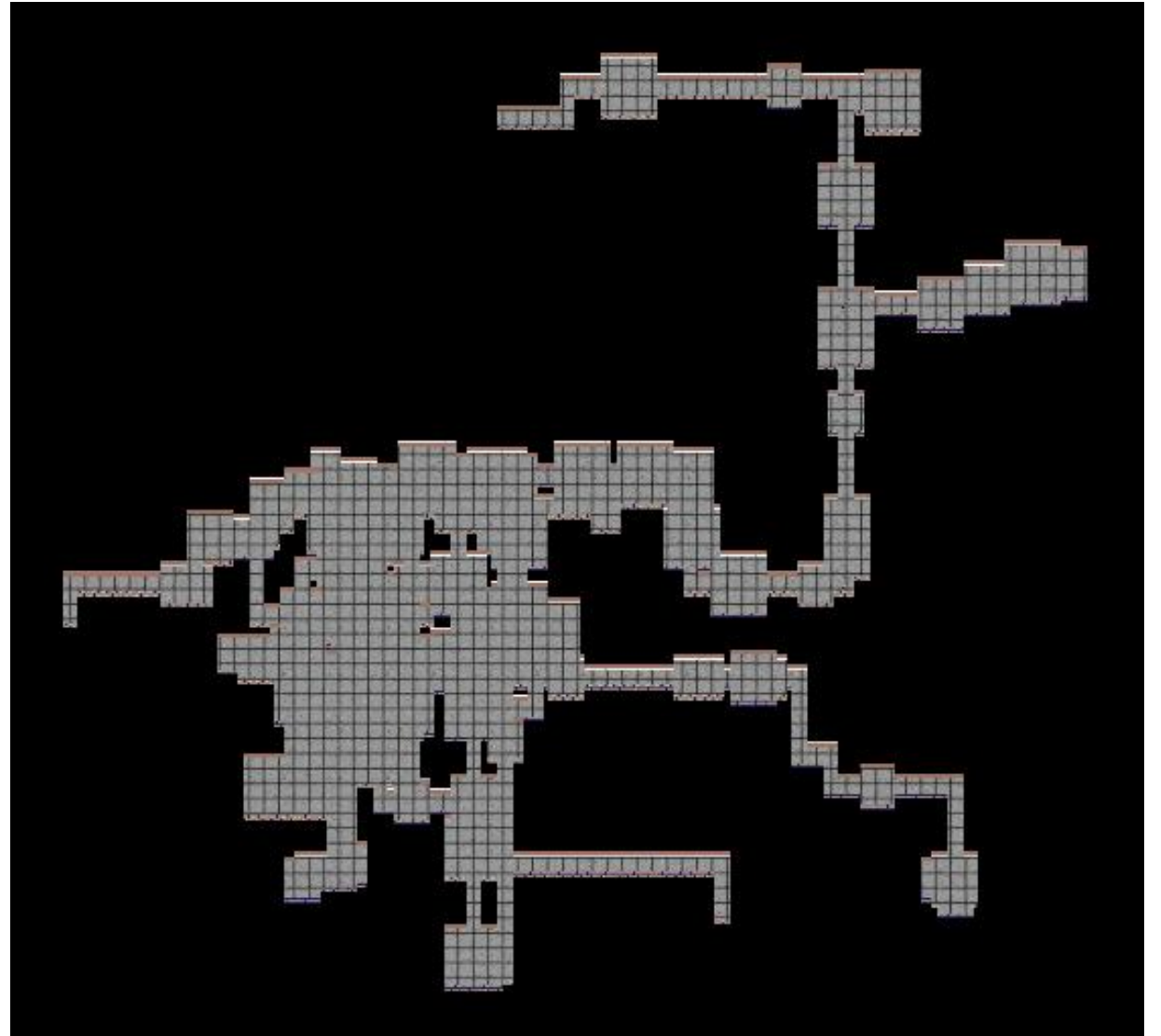


Completed Tasks

- Player Movement
 - Allowing the user to press the WASD to move the player around the map.
- Player and Enemy Attacks
 - Allow the user to press the spacebar to make the player fire her weapon. Also implement Enemy AI and Shooting.
- Implement Health/Damage
 - Implement the game so anyone hit with a projectile takes damage.
- Implement Collision
 - Implement collision so the player cannot freely roam the map and get hit by projectiles.

In-Progress Tasks

- Procedural Level Design
 - ETA: 5 Days
- Level Design
 - ETA: 1 Week.
- Enemies/Bosses
 - ETA: 3 Days.
- Item & Powerup Implementation
 - ETA: 1 Week.
- Sounds and UI
 - ETA: 2.5 Weeks.
- Player/Item/Enemy Animations
 - 3 Weeks.
- Multiple Levels
 - 2 Weeks
- Death and Respawn
 - 2 Weeks



Player Shooting Use Case

Actors: Player

Description: After starting the game the user will be able to shoot the player's weapon by using the spacebar key. When the spacebar key is pressed the player will fire a projectile in the direction the player is facing. Upon completion the players battery will drain until the battery is recharged.

