CIS267 Group 1

Final Project Weekly Report 02

11-19-2023

1. Each member has completed:

* Ryan:
  + Worked with Gabe on paths
  + Hub level farm creation
  + Hub level town creation
  + Hub level feel
  + Hub enemy asset import and camps
* Gabe:
  + Hub level master layout
  + Hub level dirt, pavement, and stone path creation
  + Hub level neighborhood creation
  + Player movement (both top-down and platformer)
  + Boss01 and Boss02 platforms and colliders
  + Hub level feel
* Mitchell:
  + Worked with Chase on boss levels
  + Began player weapon design
  + Worked with Chase making bosses
  + Finished sword swing/stab system on boss levels
  + Started inventory
* Chase:
  + Boss level design
  + Created first boss
* Cody:
  + Player house creation
  + Player movement
  + Asset import and organization
  + House interiors and transitions
  + Building collisions

2. The group has completed scene layouts and player movement, building interiors, most of the game feel, sword stab/swing systems, and player movement between levels. Boss entrance locations are here: top right, bottom, and left.

3. We still feel confident we will be able to complete the project in the given time. We are on track with our project pitch timeline.

4. We have not encountered any issues so far.

5. Each member will complete:

* Ryan:
  + Finish hub enemies and AI
* Gabe:
  + Enemy AI
  + Health bars
* Mitchell:
  + Work with Chase to continue creating bosses
  + Work on inventory system
* Chase:
  + Create another boss
  + Integrate Boss01 better with its level
* Cody:
  + Add NPC on hub level
  + Player and NPC interaction