CIS267 Group 1

Final Project Weekly Report 03

11-26-2023

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
  + Hub skeleton enemy AI, animations, and follow player
* 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
  + Health bars
  + 3 different hub enemy AI and animations
* 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
  + Helped Ryan with Skeleton AI
  + Melee and ranged weapons
  + Boss02 function
* Chase:
  + Boss level design
  + Created first boss
  + Boss01 and boss02 functions
* Cody:
  + Player house creation
  + Player movement
  + Asset import and organization
  + House interiors and transitions
  + Building collisions
  + NPC’s and NPC dialog scripts

2. The group has completed scene layouts and player movement, building interiors, most of the game feel, weapon systems, health bars, most of the hub level enemies, enemy movement, 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 skeleton enemy animations
  + Menus
* Gabe:
  + Add more enemies
  + Player animations
* Mitchell:
  + Finish inventory
* Chase:
  + Complete bosses
* Cody:
  + Finish filling NPC’s in houses
  + Fetch quests in the Hub level