

Team 7 Game Milestone Five: Grand Finale

Team Members

Shuoyi Ma	23162143	l0e0b
Xianchen Long	35526145	u7h0b
Dongan Liu	44846153	l1m0b
Sizhuang Liu	20091147	m4c0b
Guanting Li	36807155	n0k0b
Xin Shi	13151148	e7l0b

Overview

Listed below is the milestone for Team 7: Mystic Crusaders. We have the proposal portions inserted below, with commentary on how each goal is accomplished.

Game Proposal Features

Week: March 29

☐ Debug

Complete. Improved functionality of current codebase by fixing some overlooked issues, and improving on issues caused by init and destroy in a few old files

☐ More skills (number of skills depend on the difficulty of implementation): tentatively going with fire, ice and lightning classes

Complete. See previous milestones, where we have included a new skill for lightning. In the end, we decided that having 3 core skills that are upgradeable would be more beneficial to a player than a bunch of skills that don't help the player much. We focused instead on improving the overall quality of the game.

☐ Improve the efficiency of collision detection

Complete. Monsters no longer continuously hit the trees, with the new feature added, they can now go around the obstacles to chase the player. Implementation used maths learned from other courses.

Week: April 5

☐ Improve visual effects (animation)

Complete. We have extensive animation for our games, and most recently we have included a new part on introduction for our game.

☐ Audio (music)

Complete. Added background music changing with user state: home screen, tutorial screen, shop screen, introduction story, forest battle, desert battle, spaceship battle.

- ❑ (if we find a better-animated library, include a physics engine for fire effects)

Phoenix's fire effect was completed in the last milestone. Instead, we found a graphical text library, and also added in a library to write json files for us.

Week: April 12

- ❑ Improve UI to enhance the user experience

Complete.

- Changed the background of the skill tree. Now all the backgrounds of the skill tree are consistent with each other.
- Showing skill points and hero level in the game. Now players can know whether or not they have free points to level up the hero's skills, as requested from earlier.
- File save. The items purchased by players can be saved in a json file so when players close the game and start the game again they don't have to buy the items again from the shop.
- Finished the entire shop screen. The shop feature is fully implemented. Players can purchase items in the shop before starting the game. In the shop, players can see the item stock, item description, item price, and their money in the shop screen
- With the new text library, we were also able to show values for HP, MP and EXP numerically as well as graphically. We also now have the capability of showing which level the hero is on, and how many skill points we have left for the player to use (from previous feature requests).

- ❑ Improve visual effects (animation)

See April 5 on improving visual effects.

Week: April 19 – **Grand Finale**

- ❑ Verify milestone completion

Complete. All main features have been implemented in the past.

Milestone requirements

- ❑ **Development:** All features implemented in the previous milestones should be working, or improved upon if it's the case.

Complete. Previous milestone features still working. We have always strived to improve our game, and are very passionate about making it better. We hope that the passion we have would be shown in our work.

- ❑ **Robustness:** Sustain progressive, non-repetitive gameplay across one or more levels for 10min including all new features. No verbal explanation should be required at any point during the gameplay.
Complete. Game has complete tutorial, offers cues as to how to progress, and offers multi-level gameplay that allows players to strategically upgrade their hero for maximum survivability.
- ❑ **Usability:** Include a self-explanatory tutorial introducing the player to the game mechanics.
Complete. The tutorial covers basic key functions, mouse gestures, how to use shop screen and level up screen.
- ❑ **External Integration:** Include integration of one or more external tools or libraries (physical simulation (PhysX, Bullet, ODE, etc ...), game engines, or alternatives)
Complete. Included external libraries: JsonCpp, Freetype. Freetype took many hours to add in, it was of a very large difficulty for our team. JsonCPP used in our shop feature and Freetype used in our in game UI and skill screen.
- ❑ **Advanced Graphics:** Implementation of one or more advanced graphics features including visual effects (Particle Systems, 2.5D(3D) lighting, 2D dynamic shadows) and/or advanced 2D geometric modifications (2D deformations, rigged/skinned motion).
Complete. On forest scene, the trees' waving motion is implemented by fragment shader. Phoenix releases particles.
- ❑ **Advanced Gameplay:** Implementation of one or more advanced gameplay features including advanced decision making mechanisms based on goals (path planning, A*, or similar), or some form of group behavior if applicable to the game; more complex physic interactions with the environment (e.g. gravity, bouncing, complex dynamics).
Complete. Advanced decision making is implemented into the AI, where AI avoids moving towards a certain area after one of the enemies is hit in that direction, ranged enemies attempt to shoot player all at once, and melee enemies attempt to "mob" the player all at once. Also has intelligent obstacle avoidance. The third enemy can power-up (done in the last milestone) other enemies to form a more dangerous army.
- ❑ **Accessibility:** evaluate and optimizing user-game interactions (choice of user gestures, ease of navigation, etc ...).
Complete. The user can skip the story introduction. Users can scroll through the magic skills and view the current using one. We can also see both the text and the visual representations for our hp, mp and experience as well, which is great for the users.
- ❑ **Audio:** There should be audio feedback for all meaningful interactions in the game as well as a background music with tones reflecting the current state of the game.
Complete. We have interactions audio feedback with fireball, iceblade, lightning strike, phoenix, laser bolts, enemy communication, level up and death. The background music changes with user state: home screen, tutorial screen, shop screen, introduction story, forest battle, desert battle, spaceship battle.