
NAZO
GROUP 9

Our team of 4

- Jennifer
- Michael
- Emily
- Amanda

Who did what

- Jennifer
  - Character movement
  - 3D Modelling and Rigging
  - Grid System
  - Crops
  - Pickup System
  - Time
  - Main Menu
- Michael
  - Beetle AI
- Emily
  - Save and Load
  - Health
  - Weather
- Amanda
  - HUD
  - Tool Toggle
  - Inventory
  - Slingshot

First Playable Commitment

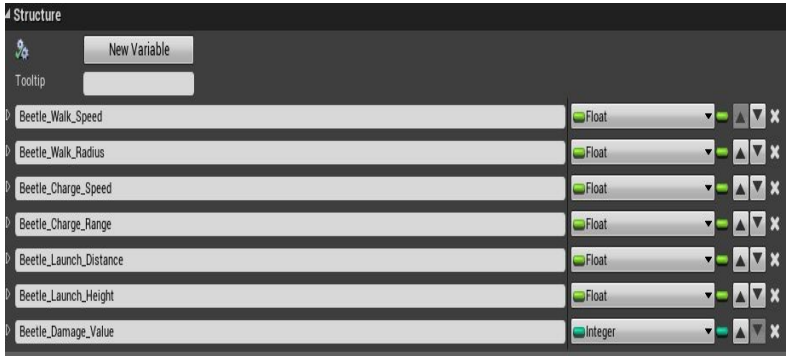
- Create the Farm world state
- Plant/harvest cycle of one crop
- Create the first puzzle floor [Map design minimum],
- Successfully transition from Start -> one world state to the other while keeping relevant stats
- Have movement implemented.
- Saving and Loading implemented.

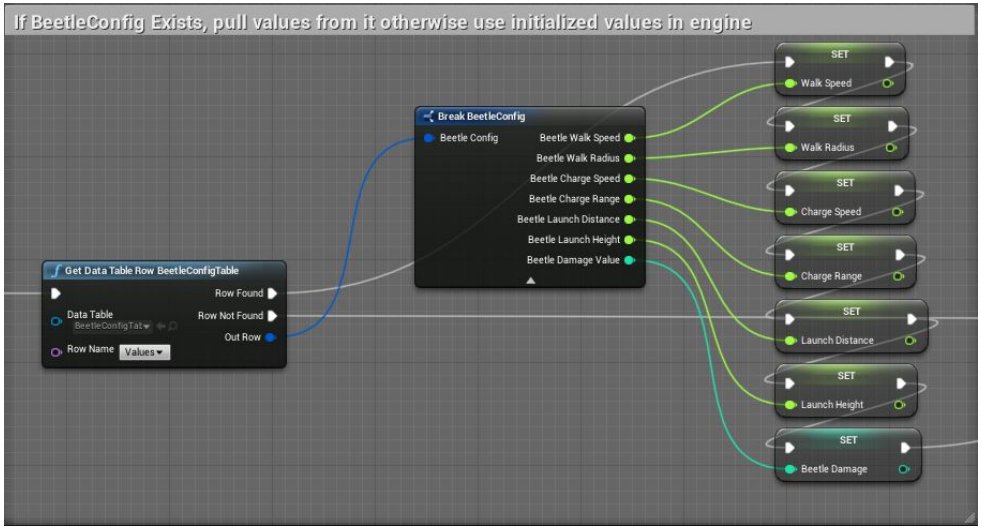
What we got

- Farm world state exists!
- We have a turnip, it grows, and then you can pick it up
- Puzzle exists!
- Transition works, and loads between states
  - Separate load for puzzle
- Character moves and has animations
- Saving and loading work!

Data Driven Design

- **Unreal supports import of .csv [/Config/Windows/BeetleConfig.csv]**





	A	B	C	D	E	F	G	H
1	---	Beetle_W	Beetle_W	Beetle_Ch	Beetle_Ch	Beetle_La	Beetle_La	Beetle_Da
2	Values	250	500	500	500	-700	50	20

	Beetle_Walk_Speed	Beetle_Walk_Radius	Beetle_Charge_Speed	Beetle_Charge_Range	Beetle_Launch_Distance	Beetle_Launch_Height	Beetle_Damage_Value
Values	250.000000	500.000000	500.000000	500.000000	-1000.000000	50.000000	20

Challenges we've run into

Everything is fine

- **Non Binary Files in GitHub.**
- **Post Processing Volume**
- **Rigging**

Demo

Testing Day Commitments

- Puzzle
  - Hammer can break blocks that are cracked
  - Scythe can open passageways covered by vines
  - Slingshot can shoot rope ladders down to avoid NASTY beetles
  - One more enemy
  - More complete level 1, start of level 2
- Farm
  - More weather
  - Another crop
  - Merchant
  - Shipping Bin
  - Livestock AI