My contributions to Ascension

My main contribution:

Throughout the project my main contribution has been the addition of god/havoc mode, the Unique selling point of our game ascension. This is a mode where one player on each team is given an Real Time Strategy role in player the game.

This system has consists of several main parts:

* The ability to spawn different objects which act in different ways
* Objects which have different abilities (E.G a bomb which damages people)
* The ability to allow havoc players to follow other players with the click of a single button.
* The ability to visibly remove different layers of the map to give the havoc players more vision.

Throughout the process of creating god mode there have been several changes to the design of it to make the game more fun and cohesive. For example when we originally concepted this mode we made the decision to give the player environmental control. This was implemented and found that players did not enjoy it as much as we had hoped. As such we reconcepted and came up with a new more aggressive direction for havoc players.

Other contributions:

While havoc mode has been my mian addition to the game I have also implemented many other things.

* In game pause menu which allows you to change sensitivity and quit the game.
* Getting players who die to respawn away from enemies
* Ordering players in the leaderboard by kills
* Allowing players who host the game to choose which map to play
  + This then shows to other players what map has been chosen.
* Adding hitmarkers
* Adding tips to Havoc mode to explain how it works.
* Adding a win/loss message at the end of the game
* Adding particle effects where necessary
* Changing materials based on team (for player and some guns).

Debugging

In addition to this I have helped the other programmers with lots of debugging using pair programming. As this is a multiplayer game there have been many small bugs with inconsistencies across a network and as such we have had to spend a lot of time play testing and debugging.