Milestone Reports and Demo

For both **Milestones #1 and #2**, write a simple progress report, highlighting:

1. Work done/accomplish so far

2. Work to do next, or upcoming tasks

3. Problems encountered, and how they were fixed / not fixed yet

4. Any revisions from the original proposal and reasons behind it.

Note: In **Milestone #1**, please also include a **Gantt chart**, showing your planned project tasks and schedule.

Milestone Reports

Please hand-in your milestone reports (ZIP archive) to MMLS by

20th August 2020 (Thu) 959 hours (for Milestone #1)

10th September 2020 (Thu) 0959 hours (for Milestone #2)

Demo

During the lab session on the same day, you will have to demo your project, showing whatever you have done so far until the milestone. **All members** of the project group are expected to be present during the demo, as contribution checks and questions will be posed to all members.



**GAME ALGORITHMS (TGD3351)**

**TRIMESTER 1 2020/2021**

**Milestone Report #1**

|  |  |
| --- | --- |
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# Work Done

1. **Player**
2. **Enemy**
3. **Scene Management**

To swap between different scenes, i.e. main menu, the actual gameplay, and the game over screen, we used enum to define each scene, and switch statements under Update() and Draw() of our Game1 class, where depending on certain conditions, the game will update different things and draw different things.

We also created a button class for “start game” and “exit” in the main menu.

1. **Collision**
2. **Camera**
3. **Asteroid**

It is randomly generated and dynamic wander is implemented.

# Upcoming Task

## Coding

1. Add boss
2. Add turret
3. Add second enemy
4. Add missile
5. Add GUI
6. Add sound effects
7. Add powerup
8. Code more levels
9. Fix bugs
10. Tutorial pop-ups

## Documentation

1. Draft report for milestone 2

# Problem Encountered

## Lack of documentation

The Monogame framework lack complete documentation, where it was hard for us to find the necessary information to code certain features that we want. Not to mention, with different versioning, the code is different as well so despite finding solutions on the forum, we have to filter them one by one, ensuring that we are using the same version of Monogame.

For example, in terms of loading the terrain map:

For Monogame assemblies’ version 1.1.0, the TiledMapRenderer’s update function accepts two arguments, while for the version 3.7, the update function only accepts one argument.

# Proposal Revision

1. **Powerup**
2. **Tutorial (pop up)**

The first level will be a super easy level, where we allow the player to learn the mechanics of our game, shoot (space bar), missile (z), move left, right, up, and down.