

**GAME ALGORITHMS (TGD3351)**

**TRIMESTER 1 2020/2021**

**Milestone Report #2**

|  |  |
| --- | --- |
| **Student ID:**  1171101517 | **Student Name:** Michelle Chai Mei Wei |
| **Student ID:**  1171100973 | **Student Name:**  Foo Fang Jee |

# Work Done

1. Boss
   1. Finite state machine (dodge bullet, normal attack, fast attack)
2. Enemy\_1
   1. Line of sight
3. Missile
   1. Pathfinding algorithm (A\*)

# Upcoming Task

## Coding

## Documentation

1. Draft report for milestone 2

# Problem Encountered

A\* Algorithm too slow

# Proposal Revision

1. **Powerup**

We plan to add some powerups such as changing the bullet pattern/invulnerability and such.

1. **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.

1. **Pause Scene**

We may also add a pause scene when the player presses the “Enter” key, where the player can choose to continue or quit the game.