



(Report 2)

Project State

Game design

We have fully decided on the game's main theme and all of the core features of the game.

Engine

We have implemented the upgrade system, level system, updated the game manager and added the enemy spawner.

Gameplay

We implemented an expanding arena and we are almost finished with the core features of the gameplay. Enemies can now spawn in waves and if the player survives the wave he is rewarded with a chest containing either an upgrade or heal (Player can choose either one). We also added a new Dark Mage enemy and exploding barrels which are scattered across the arena.

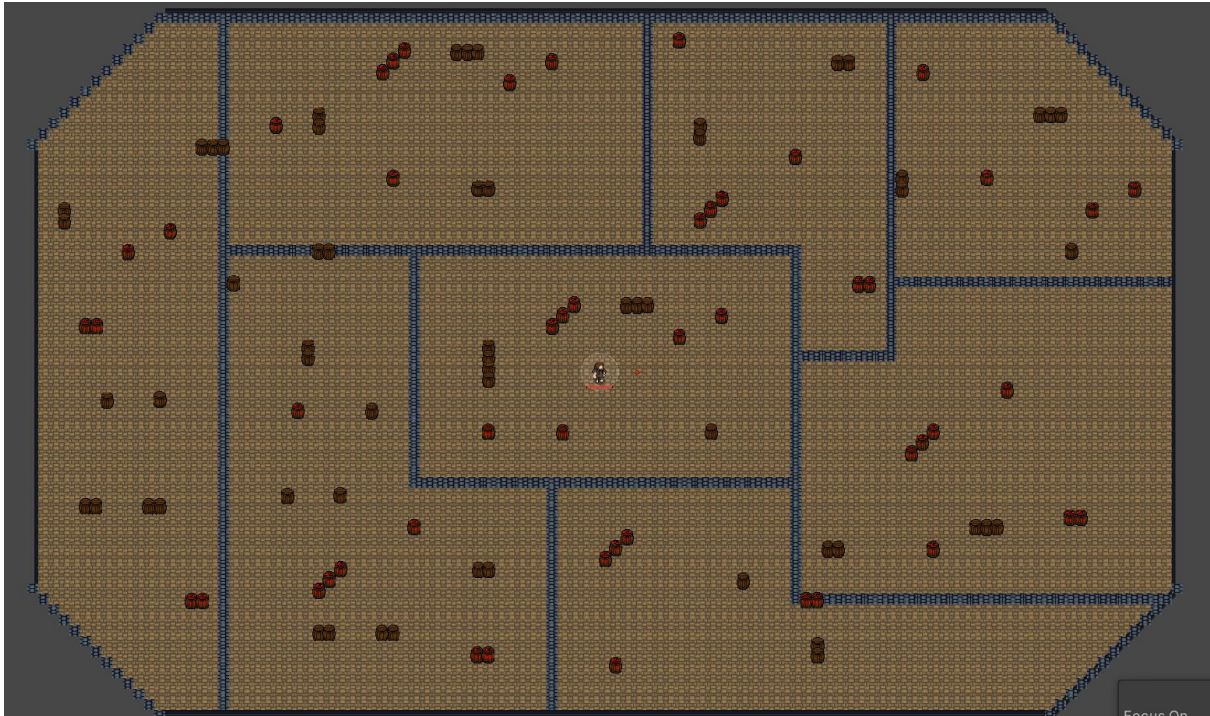
Assets

We added new spawn animations for the enemies and all of the animations for the Dark Mage enemy.

Screenshots







Work Done

(hours roughly estimated)

Matěj Gargula - 50h (+50h)

- Upgrade system, Dark Mage enemy, additional sprites.

David Možný - 20h (+35h)

- Basic level setup, Update system for spawners and pathfinding.

Cyril Janeček - 30h (+15)

- Spawning system, bugfixes

Lukáš Zahradník - 25h (+10h)

- Hit indicator, Explosive barrels.

Future Plans

Our next main goals are gonna be updating the arena, implementing environmental changes and obstacles, updating the enemy spawners, finishing the rest of the enemies and adding the rest of the available upgrades for the Player.

We also plan to update the map tileset and several animations, create a soundtrack for the game and add sound effects.