



(Report 1)

## **Project State**

### **Game design**

We have fully decided on the game's main theme, but we still need to figure out how the level will look visually.

### **Engine**

We have functional pathfinding for enemies, Stat system for player and enemies, game manager with pause menu and main menu, HUD.

### **Gameplay**

We have a player character, who can run, attack and roll. For enemies we have a Goblin character, who can chase the player around the level and Beholder character, who can follow and shoot at the player.

### **Assets**

Right now we have 2D sprites ready for the player and two enemies (Goblin and Beholder) plus a placeholder tileset which we will change in the future. Player character has idle, run and attack animation. The Goblin enemy has run and attack animation and the Beholder enemy has run and attack animation.

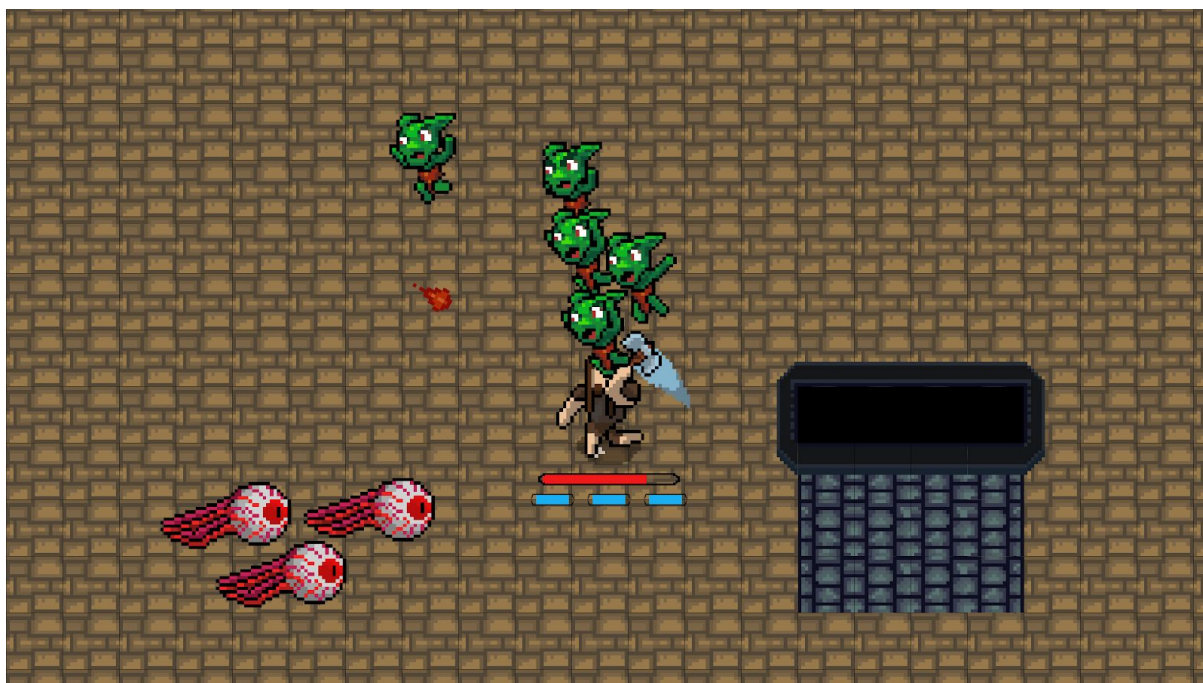
## Screenshots



*main menu*



*pause menu*



*in-game*

## **Work Done**

(hours roughly estimated)

### **Matěj Gargula - 50h**

- Player animations, Goblin animations, Dark Mage design, Golem design, Shaman design, player script, stat system, goblin script, beholder script, Game title graphics, placeholder tileset

### **David Možný - 20h**

- Beholder animations, Minotaur design, Level design, Environmental changes design

### **Cyril Janeček - 30h**

- Main menu, pause menu, settings menu, gamemanager, hud, enemy scripts refactoring, roll supply system

### **Lukáš Zahradník - 25h**

- Path planning, Enemy script, Projectile Ricochets, Destroyable environment

## **Future Plans**

Main work for the next few weeks will be put on creating working interactive level, setting up a working upgrade system and starting with an environmental change system.

Interactive level will be divided into 4 main parts - Wave counting system, that will be ready and will hold requirements for level expansion, walls that will be destroyed when said requirements are met and hard coded obstacles that will remain until level is reset.

Upgrade system will consist of: basic upgrade system that based on given parameters will increase stats of the character. Database of those upgrades that will hold all the data and simple interface, in which player can choose what upgrades to take.

The Environmental Change system will have similar features to the upgrade system.

Rest of the work will be on spawner and HUD and perfecting enemy pathfinding.