

Milestone 1 Status Report

Team Bortt

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Accomplishments by Team Member:

1. Matt:

- a. Week 1:
 - i. Brainstormed ideas for the game
 - ii. Worked on creating the design document
 - iii. Scheduled meetings to work with team in the lab
- b. Week 2:
 - i. Setup project on Github and correctly set up the unity development environment for mobile development.
 - ii. Made sure we could run the project/debug on android devices.
 - iii. Generated a scene full of random obstacles that can be scaled with more variety of obstacles in the future.
 - iv. Made a small rock obstacle asset in Maya.
 - v. Got the player moving forward and the camera attached to the player so that it moves with them.
 - vi. Wrote weekly status report.
- c. Week 3:
 - i. Helped Joey finish rotating the player(both sharp and fine tuned turns)
 - ii. Fixed player's jumps
 - iii. Implemented a minimap
 - iv. Started creating a UI for the player
 - v. Made the UI scale proportionally to the size of the device it is being displayed on
 - vi. Added the necessary components to objects to get basic collisions working
 - vii. Made touch input controls for the player turning and jumping so that it is interactable on a mobile device
 - viii. Wrote weekly status report.
- d. Week 4:
 - i. Spawned collectibles throughout the game
 - ii. Set up some UI to work with the collectible objects
 - iii. Made both carrots and feather collectibles work as separate entities
 - iv. The player's speed decreases if they haven't picked up a carrot within a specified amount of time, as displayed on a stamina wheel that is colored in around the minimap.

- v. Helped Joey fix the wolf seeking algorithm to work by applying a force to the rigidbody
 - vi. Wrote weekly status report.
 - e. Week 5:
 - i. Made the game end when the player is hit by a wolf
 - ii. Created functional menus for when the game starts and ends
 - iii. Implemented game states for menus and when the game actually plays
 - iv. Wrote milestone status report
 - v. Created milestone gameplay video(s)
- 2. Joey:
 - a. Week 1:
 - i. Brainstormed ideas for the game
 - ii. Worked on creating the design document
 - iii. Scheduled meetings to work with team in the lab
 - b. Week 2:
 - i. Started working on rotating the player
 - c. Week 3:
 - i. Finished rotating the player(both sharp and fine tuned turns)
 - ii. Made player jump
 - d. Week 4:
 - i. Implemented a rough version of a wolf seeking algorithm
 - ii. Spawned more wolves over time
 - e. Week 5:
 - i. Made a potential splash screen or main menu screen
 - ii. Made a start button UI art image
 - iii. Implemented a rough version of wolf wandering algorithm (appears to override seeking)

Updated Timeline:

- Week 6:
 - Fix wolf wandering algorithm to work with seeking
 - Implement wolf obstacle avoidance to help with the AI pathing
- Week 7:
 - Have some obstacles affect the player and wolves differently
 - Add more types of obstacles
 - Create terrain for our invisible walls that keep the player within the playspace
- Week 8:
 - Create all UI screens
 - Hook up UI navigation to make sure all scenes are navigable
- Week 9:
 - Find or create sound effects for our game
 - Implement sound effects into the proper places of our game
- Week 10:
 - Second Milestone is due
 - Try to have the game built and put on the google play store by the end of Milestone 2
 - There might be complications that go into this step
- Week 11:
 - Create the functionality for the shop to buy upgrades
- Week 12:
 - Now that there are upgrades, use File IO (or another method) to create save data for the game
- Week 13: Polish(1)
 - Game difficulty scaling/balancing
 - Try to get models for our creatures
 - Try implementing animations
 - Have critters wander around the scene that can be used as decoys
- Week 14: Polish(2)
 - Playtesting by having people download and play our game from the google play store
 - Red border on screen as an indicator of a close enemy
 - Rabbit Face next to fuel source to show how she's feeling
 - Proper fonts on the UI screens
- Week 15: Polish(3)
 - Catch up if missing anything from previous weeks
 - Debug issues with any previous implementations
 - Continue to polish anything else we find/deem necessary
 - Milestone 3 due

Link to Project's Repository:

<https://github.com/msl5994/RunBunRun>

The repository is listed as private, if you are unable to view it through the link, let me know and I can try to either add you to the repository or make it a public repository. Whichever you would prefer.

Link to Video Demo of Project:

<https://youtu.be/z1jPqnIFroc>

The video is recorded in the unity editor because I had a struggle trying to get a PC/Mac standalone build working due to a compressed texture error that I eventually sorted out. I also put a video of my roommate DJ playing through the game on my phone for a bit at the end of the first video. It is unlisted on youtube so if the link doesn't work, let me know and I'll make it public or try another way to make it work.

Summary of Project Thus Far:

I (Matt) think things have been going pretty well so far with the project. It's been fun to visibly see how much progress I've been able to make each week when I build the game to mobile devices to test and see how it looks. Things are starting to slow down though, as other class projects are also getting heated as well. I'd like for us to stick with at least one weekly meeting time and have better communication going forward as a team, because after the first week of classes it was lucky to have 1 day of the week be manageable for us to meet and work on the project together, but it was nowhere near consistent. I'm looking forward to seeing how the project continues to develop.

Project Build:

The project's PC/Mac standalone build and other files needed to run the executable will be included as a folder along with this document in the submission. Hopefully in time for the next milestone we will have a version of the game released onto the google play store.