

CS376: Game Design

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Birds Aren't Real Dev Log

Austin Sam

Set-Up:

Aesthetic Goals:

Create a challenging arcade bullet hell

Failures:

- Player feels bored
- Player does not feel challenged

Successes:

- Player feels like there is no moment to rest
- Player feels like they have to use their resources wisely, but at the same time their attacks feel powerful.

Core Loop:

Move Ship, Shoot Birds, Collect Coins, Buy Items, Shoot more birds

Objects [Points]:

- Ship (Player) [7 points]
 - Appears on Screen
 - Moves
 - Controllable
 - Responds to Collisions
 - Consistent Flying Sound
 - Sound on Shoot Laser
 - Sound on Shoot Rocket
- Coins [4 points]
 - Appears on Screen
 - Moves
 - Responds to Collisions
 - Pickup Noise
- Enemies [7 points]

- Appears on Screen
- Moves
- Collisions
- Changes Appearance Based on Damage
- (To Add) Consistent Chirping
- Sound on Death
- Sound on Hit
- Fired Projectile (Rockets/Lasers) [3 points]
 - Appears on Screen
 - Moves
 - Responds to Collisions
- Counters (Health/Level/Rockets/Coins/Score) [2 points]
 - Appears on Screen
 - Changes Appearance
- Power Bar [3 points]
 - Appears on Screen
 - Changes Appearance over Time
 - Changes Appearance on Firing Laser
- Health Bar [4 points]
 - Appears on Screen
 - Changes Appearance when Heal
 - Changes Appearance on Damage
 - Makes sound when you lose health
- Menu Buttons [1 point]
 - Appears on Screen [1 point]

Controls [3 points]

- Fire on Button [1 point]
- Movement on Key Press [1 point]
- Heal on Button Press [1 point]

Other [19 points]

- Start Menu [5 points]
- Store Menu [5 points]
- Pause Menu [5 points]
- Dynamic Spawning [1 point]
- 3 Levels [3 points]

11/18/2022

4:33 pm

Sam and Austin

Dev Diary:

~Game Planning~

We talked about the goals and mechanics of our games. The current idea is for a 2D beat-em up in an old arcade style. We also talked about doing it in a 3D environment but locking the movements to a 2D plane in order to dabble with 3D. The premise will follow the main character walking across the screen beating up animatronic birds. This will give us some room to play around with collisions, health bars, sounds, and changing visuals.

11/29/2022

~First Pass~

- Added Sprites for ship, projectiles, enemies and pickup items
- Added item counters as well as score and level counter
- Added Pause button and Endcard menu
- Added Healthbar and Powerbar
- Added Store menu

11/30/2022

~Second Pass~

- Added menu logic
- Added spawner logic
- Added Score and level logic
- Changed split endcard menu into two separate menus:
 - New endcard menu
 - Pause menu

12/2/2022

~Third Pass~

- Fixed bug with flying off screen accidentally
- Added sound
- Fixed bug with ship getting stuck after each level ends
- Lowered in-game economy price for items
- Added 2 more types of enemy
- Fixed bug with energy bar growing passed its boundaries
- Fixed bug with healthbar never hitting zero after taking damage