No Mercy

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We will be using the Unity platform for our implementation, which provides a platform, framework and database. The code will be written in C#.

To start our implementation, we are using a Unity tutorial on Creating a 2D Roguelike Game. The tutorial covers:

1. Creating procedural tile based levels
2. Implement turn based movement
3. Adding a hunger system
4. Adding audio
5. Adding mobile touch controls

The first section of the tutorial is Setup and Assets which covers:

1. Project Introduction
2. Player and Enemy Animations
3. Creating tile prefab

The second section of the tutorial is Level Generation which covers:

1. Writing the board manager
2. Writing the game manager

The third section of the tutorial is Unit Mechanics which covers:

1. Moving object script
2. Creating destructable walls
3. Player animator controller
4. Writing the player script
5. Writing the enemy script
6. Enemy animator controller

The final section of the tutorial is Arcitecture and Polish which covers:

1. Adding UI and level transitions
2. Audio and sound manager
3. Adding mobile controls

Every piece of the tutorial listed above has tremendous value to the system and shall be completed during the first sprint.

After the Tutorial is completed, we will be cleaning up the existing code and also researching and finding more assets to add to the game.

While the implementation is in progress we will be creating our animations in Piskel, which is a free online sprite editor. The animations will be saved on a flash drive and given to the programmer.