

Status Report - WEEK 1

Name: Dale Liu, Prakhar Rathore, Saketh Neeli

Period: 5

Last week accomplishments:

- [Dale] Added smooth player movement
- [Dale] Added a gun
- [Prakhar] Created multiplayer and simple game logic
- [Prakhar] Responsive UI for ipconfig
- [Prakhar] Minor cleanups and bug fixes
- [Saketh] Worked on responsive UI
- [Saketh] Designed game map + character sprites

Next week's goals:

- [Saketh] Create a map with collidables
- [Saketh] Add character sprites
- [Saketh] Camera centering (map moves relative to the player)
- [Dale] Add different guns + bullets/reload
- [Dale] Add health bar, ammo display, reload time display to player
- [Prakhar] Fix some bugs in multiplayer
- [Prakhar] Stress testing multiple players
- [Prakhar] Fix edge cases with player to player collisions

Challenges/Concerns:

- [Dale] Some bugs in multiplayer when player count > 2
- [Prakhar] Making sure collidables are implemented cleanly
- [Saketh] Finding a way of map loading that doesn't require chunking