

Status Report - WEEK 2

Name: Dale Liu, Prakhar Rathore, Saketh Neeli

Period: 5

Last week accomplishments:

- [Dale] Added gun recoil + change of speed while shooting
- [Dale] Updated bullet design
- [Dale] Character rotation + fix movement
- [Prakhar] Added multiplayer which works over TCP
- [Prakhar] Added different guns and bullet spread
- [Prakhar] Added a simple system for adding new weapons to the game
- [Saketh] Created complex 1500*1500 pixel map
- [Saketh] Used 'Tiled' to create a tmx file to store map properties to implement player, and bullet collisions with environment
- [Saketh] Created orthographic camera to center player at center of screen

Next week's goals:

- [Dale] Add gun sprites
- [Prakhar] Add player name, health bar, chat
- [Saketh] Clean up codebase, and make variables easily changeable/ store important variables
- [Saketh] Implement gamesounds

Challenges/Concerns:

- [Dale] May be difficult to generate gun sprites
- [Saketh] Need to scale the sound of gunshots based on distance from gunshot. Need to use networking to listen for other player gunshots. Need to create audio files for these gunshots
- [Prakhar] When adding new weapons creativity is limited due to the abstraction of guns