James Raboin

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Iteration 1

Thus far, prior to this iteration, we have created a document outlining what our game’s main features will possess in terms of layout, characters, and storyline. James was responsible for developing the story, characters, and overall layout of the game. We had to adjust our requirements based on game complexity and time constraints. We have decided to keep a similar story, however we will be foregoing using characters and solving a murder mystery, instead we will use shapes and the story is about all the shapes being turned into other shapes when they were originally squares. The story will progress by talking to the other shapes, and finding items to help solve this mystery of why everyone has changed into a different shape. We are storing our documentation and code in GitHub.

During this iteration, we created a canvas, gave it a color, displayed a shape on the screen, implemented movement of the shape via arrow keys, and border collision detected with the canvas, as well as collision detection between the main character and other shapes. I personally added the canvas, color, shape, and implemented the movement. James has taken care of implementing collision detection with the border of the canvas, and between shapes. All our code we produced is on GitHub, and we made separate branches for features. After all features have been developed as desired, we make a pull request and merge the feature into our master branch. Our master branch houses the most recent fully functional project. We will continue to use this process as we continue developing.

During iteration 2, we plan on perfecting what we have developed in iteration 1, and start developing rooms (lines) for the canvas, player dialogue, and story progression. At this moment, I will work on player dialogue and character’s backstory, James will be responsible for developing rooms, and story progression based on character. This is subject to change, as we start development on these features, we may find them to be more complex than once thought, or we may want to change something to better fit with our story. In either case this will be discussed after iteration 2, and will be reflected in our code once published to GitHub.