Individual Questions

Adam Hulbert - Monster Mayhem

What is your current role within your group?
- Managing software development team
  - Technical design
  - Communication with software development team
  - Writing and testing game code
  - Managing programming team's local development environment
  - Mentor to programming team
  - Deployment of latest builds to all team members and stakeholders
- Conducting meetings
  - Responsible for meeting agenda
  - Documented meeting minutes
- Managing the production schedule
  - Gathering consensus for task priority through ROI's
  - Documenting and communicating deliverable dates through information gathered in meetings from team members

What Tasks/Milestone have you personally completed so far?
- Built a working top down game engine using the AIE framework
- Commission of source control repository through github
- Implementation and testing of the following game features:
  - Camera control through player/mouse movement
  - Player movement and attack
  - Player attribute (spit and stamina) depletion and regen
  - Game state machine (Menu, In Game, Game over)
  - Intelligent enemy spawn system
  - Implementation of all GUI elements (using Javier's artwork)
  - Unique enemy AI for three different enemy types
  - Wave generation logic
- Implemented the following engine and AIE Framework Extension features:
  - Global variables safely load through .ini file to ease with other team members modifying variables through playtesting
  - Collision detection system
  - Vector library
  - AIE Framework helper functions:
    - relative rotation of sprites
    - gathering mouse location consistently
    - GUI element framework (as to not be effected by camera)

What are your current designated tasks you have to complete?

Highlighted green are dependancy tasks that have been completed

Task	Scheduled Completion Date	Members Involved	Notes
Additional Enemy AI ● Enemy projectiles ● Flying enemies	18th December	**Adam**	This is very close to completion, have made massive progress since last showcasing. Happy to share next class.
Map Size to increase ● Redesign map	Javier - 14th December Adam - 8th Jan	**Reece**: ● Redesign map at 32x32 **Javier** create assets: ● Mud ● Rock ● Tree ● Bridge **Adam**: ● Program map design changes ● Program new tiles	I have written the game engine in a way that it is easy to resize. Animation has a higher priority than this for me, so you wont be able to see this next class.
Enemy and Player Animations ● 1 player and 3 enemies ● Enemy animations 　○ Idle - 1 frame 　○ Walk - 2 frames 　○ Non lethal hit - 1 frame ● Player animations	Javier - 23rd December (aim to have these done by the 18th Dec) Adam - made a start by 18th Dec	**Javier** ● create frames for each enemy/player 　○ Player 　○ Moth 　○ Slug 　○ Walker **Adam** ● Program animation	Javier has delivered player animations and one enemy animation, will do my best to at least have player animation in there for next class.

○ Idle - 1 frame ○ Walk - 2 frames ○ Attack - 3 frames			
Enemy Explosion / Hit Animation	Javier - 14th December Adam 18th Decemeber	**Adam** ● Program animation **Javier** ● create frames for explosion/hit animation *this is almost complete*	