

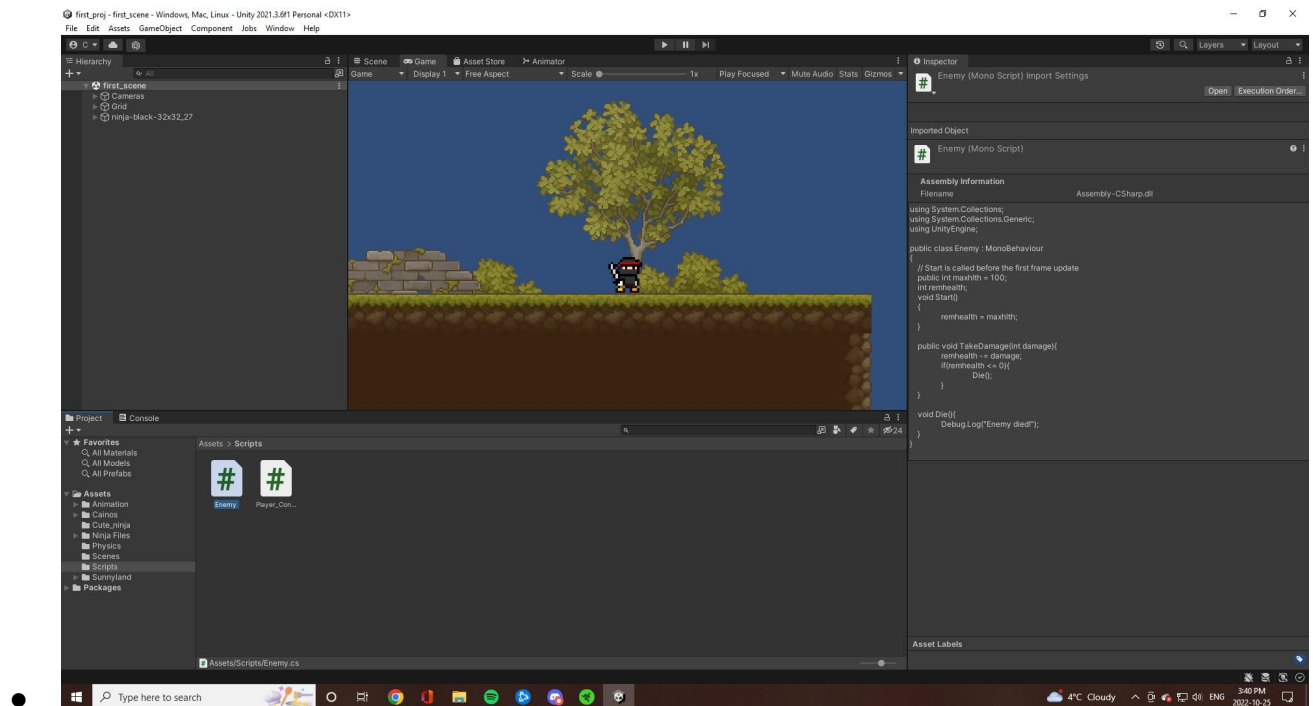
## Group 21 Members:

- Ron Sungcang: rts966
- Randall Sungcang: rts063
- Baven Biju Matthews: bam455
- Raymond Tanchiatco: rgt472
- Declan McCormac: ddm867

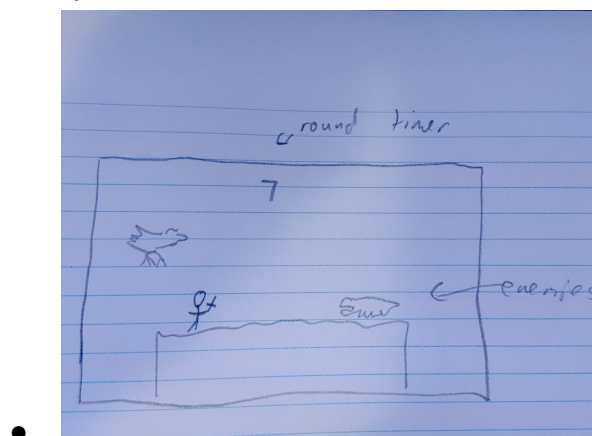
## Group Project: Milestone 1

### 1. Game Detail

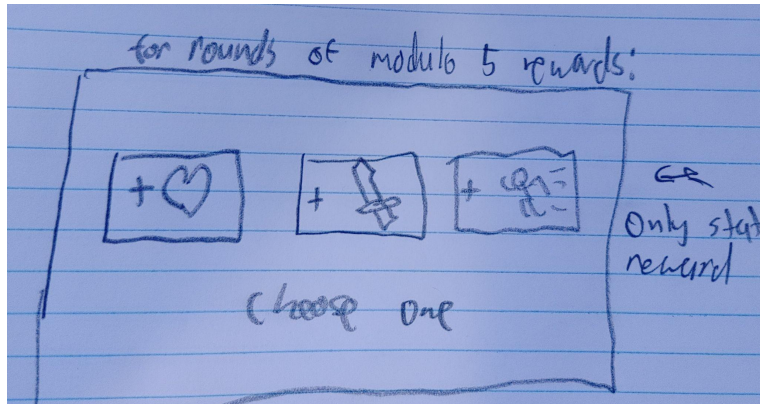
- The main idea of the game is an arena roguelike, the game goes on a round by round basis.



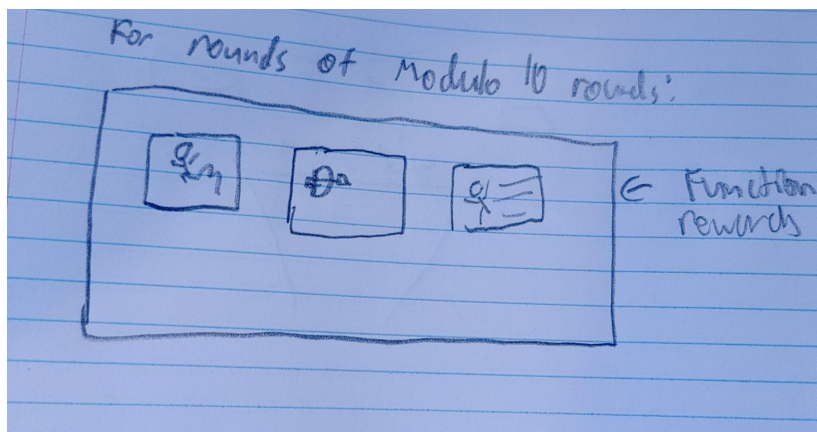
- The player is on a platform based arena and a fixed number of enemies will spawn in.



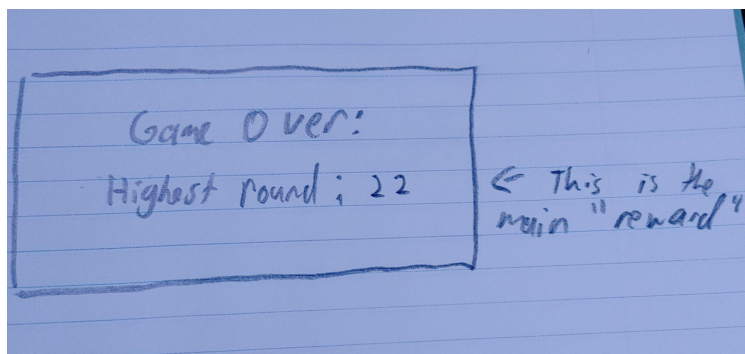
- Initial enemy mechanics, only walk left and right.
- The difficulty rises based on the number of rounds (increase enemy health, damage, movement. Maybe additional mechanics such as enemies that can jump or perform ranged attacks)
- RNG based reward system (such as increased damage, increased health, double jump ability, weapon drop, etc) every 5 rounds.



- A bossfight after every 10 rounds



- The intended user experience is like that of a roguelike, the "fun" comes from controlling the player, different approaches that can be taken to complete a round and from the RNG reward system which will make every run unique. The player is supposed to lose. Getting a higher round is the reward.



- Player prefabs = Basic Player prefab
- Enemy prefabs = Basic enemy prefab, special enemy prefabs, boss prefabs
- Miscellaneous prefabs = projectile prefabs, skill/weapon prefabs, platform prefabs, scene prefabs(For texture design changes)

## **2.Required Assets and Scripts (updated)**

### Scripts

- Player script
  - (movement, idle animation, health) script
  - (attack animation, damage) script
- Enemy(s) script
  - (movement, health, takeDamage) script
  - For special enemies(attack animation, modified movement, damage) script
- Combat script
  - The Player and the Enemies will have a damageOnCollision function
- Weapon(s) script
  - (animation/movement, modified damage to player and enemy) script
- End of round/Lose menu script
  - Prompt user to either play again, restart from beginning, go back to menu or quit game
- Health bar script
  - Player health will be locked on screen
  - Boss health will also be on screen
  - Basic enemy health on top of enemy
- Spawner script
  - Spawn rate for enemies per difficulty
  - Fixed mini boss spawn random(round 5 - 9), fixed boss spawn at (round X % 10 == 0).
  - Scales the Enemy's stats (damage, health)
- Platform script
  - Deals with platform changes
- Start Menu/Pause Menu/Game Over Menu/UI script
  - Start Menu(Main Menu): UI when the game starts
  - Pause Menu: Allows the User to pause the game
  - Game Over Menu: Appears when the player dies, gives option to play again or quit
- GameManager script
  - Background/scene changes
  - Round(s) tracker

- Keeps track of number of enemies/round
- UIUpdater
  - Updates the in game round
- RoundWin(Shop Menu)
  - Shop/Rewards Menu: Appears after five rounds, allows to user to buy upgrades

### Art Assets

- Ninja (Main Player)
- Platform(s)
- Background(s)
- Arts and Models for Enemies
- Different Weapons and Projectiles

### Sound Assets

- Player Sound Effects
- Enemy Sound Effects
- Combat Sound Effects
- Background Music
- Boss Combat Sound Effects
- Miscellaneous sound effects(hit, death, thug)

## **Deliverable 2 Proof of Concept**

### **3. Burn Down Chart (updated)**

Asset/Script	Estimated Time to Finish Implementing	Priority scale (Top>Next>Normal >Least)	Actual Time it Took
Player	1hrs	Top priority	3 hrs
BasicEnemy	1hrs	Top priority	8 hrs
FlyingEnemy	3hrs	Top Priority	4.5 hrs
BossEnemy	5hrs	Top priority	3 hrs
Combat	5hrs	Next priority	1hr
Weapons	5hrs	Normal priority	Not worked on yet

Start/Menu/Lose UI	2hrs	Next Priority	1.5hrs
Shop UI/Pause Menu	2hrs	Next priority	3 hrs
Health Bar	3hrs	Normal Priority	1hr
Sound Effects	3hrs	Least priority	not worked on yet
Spawner	1hr	Top priority	2hr
Platform	1hr	Least priority	1 hr
Game Manager	2hrs	Next priority	2hrs
Art/Idle/Scene Change	2hrs	Least priority	Not fully implemented

#### 4. What has been done since the last meeting?

- List of art assets created
- Spawner script made
- Enemy Prefab made
- GameManager script made
- Combat script for player attacks
- Boss Enemy script made
- Game over screen made
- Health bar added

#### 5. Work Done For Deliverable#1/#2 (Updated)

What is already done/Work done:

Ron:

- Player Script and Animations (Movement and animations fully implemented)
- Basic Starting scene just to move around in.
- Basic land enemy script (Coded but not implemented)
- Setup the git group and repo
- Combat script (Player attacks)

Baven:

- GameManager script
- Game over screen
- Health bar
- Round Win script

Raymond:

- Spawner script

Randall:

- Created Enemy Script
- Created Enemy Prefab
- Helped with the Gamemanager

Declan:

- Created a list of art assets that could be used

Everyone:

- Took part in game discussions and plannings
- Documents done:
  - Assets list
    - Model Assets
    - Art Assets
  - Scripts
    - Required scripts
    - Scripts for when changes are done
  - All the different prefabs we could have
    - Enemies
    - Projectiles
    - Health Bar
  - Burn down chart
    - Estimated Times For Assets/Scripts
    - Priority of required Assets/Scripts

## **Milestone # 3**

### **What Has Been Done**

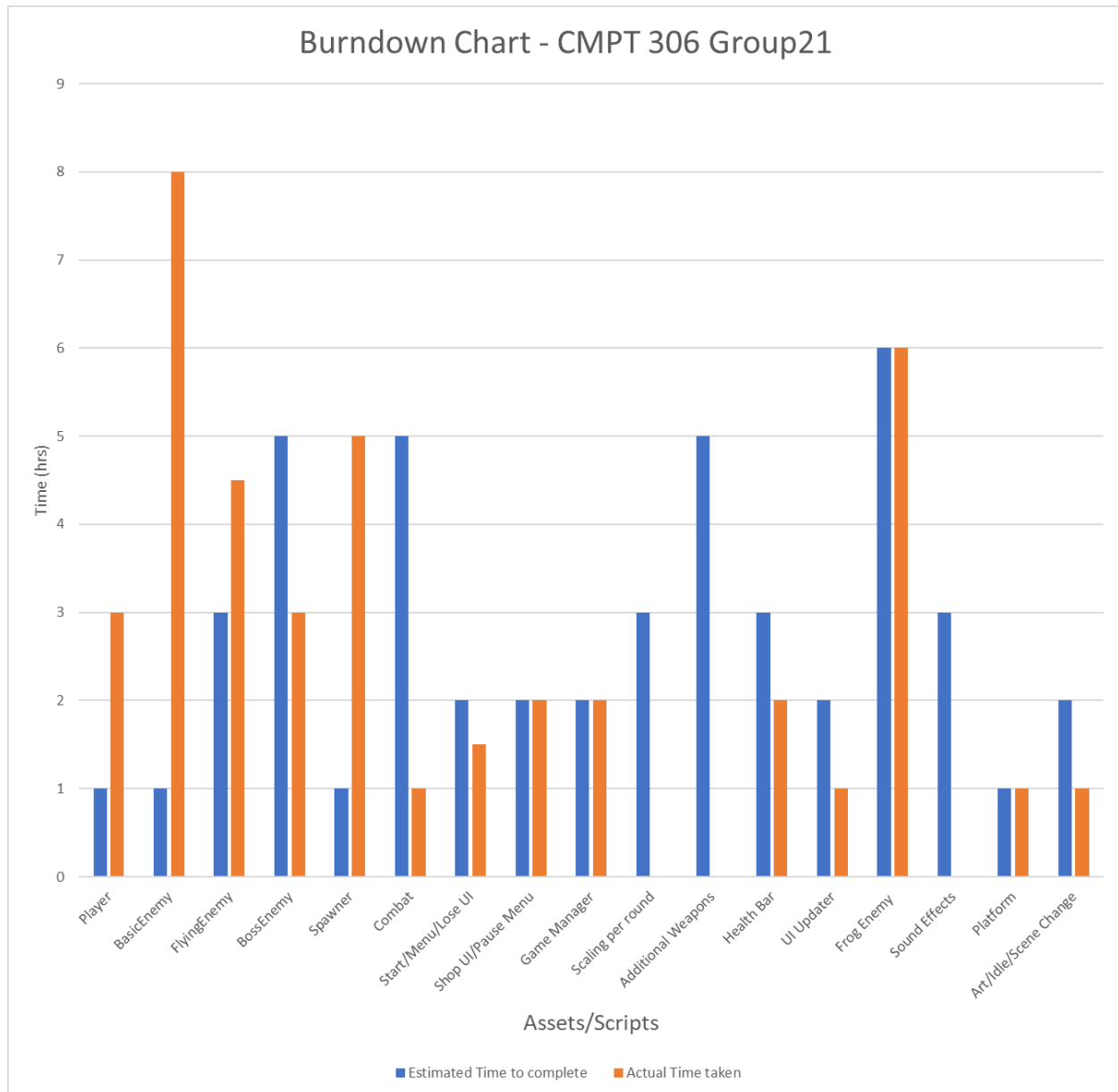
- Player Updates
  - Now includes Knockback
  - Blinks Red when hit
  - Jump attack animation implemented
- Enemy Updates
  - Possum enemy
    - Now Includes knockback and blinks red
    - Is fully implemented to a prefab
  - Eagle Enemy
    - FlyingEnemy script implemented
    - Eagle has knockback and blinks red when hit
    - Fully implemented to a prefab
  - FrogEnemy
    - FrogEnemy script implemented
    - Frog has knockback and blinks red when hit
    - Fully implemented prefab
  - Boss Possum Enemy
    - BossPussom script created
    - Boss Possum blinks red when hit
    - Fully implemented to a prefab
- Start/Menu/Lose UI
  - Has been created - not fully implemented with the game
- Healthbar implemented but not fully finished
- The GameObject sprites contains animations
  - Animation for enemies
- GameManager script
  - Background/scene changes
  - Round(s) tracker
  - Keeps track of number of enemies/round
- UIUpdater
  - Updates the in game round
- RoundWin(Shop Menu)
  - Shop/Rewards Menu: Appears after five rounds, allows to user to buy upgrades

<b>Asset/Script</b>	<b>Estimated Time to Finish Implementing</b>	<b>Priority scale (Top&gt;Next&gt;Normal &gt;Least)</b>	<b>Actual Time it Took so far</b>	<b>Status</b>
Player	1hrs	Top priority	3hrs	could add more
BasicEnemy	1hrs	Top priority	8hrs	done
FlyingEnemy	3hrs	Top Priority	4.5hrs	done
BossEnemy	5hrs	Top priority	3 hrs	could add more
Spawner	1hr	Top priority	5hr	done
Combat	5hrs	Next priority	1hr	done
Start/Menu/Lose UI	2hrs	Next Priority	1.5hrs	done
Shop UI/Pause Menu	2hrs	Next priority	2 hrs	not fully implemented
Game Manager	2hrs	Next priority	2hrs	not fully implemented
Scaling per round	3 hr	Next priority	0 hr	not worked on yet
Additional Weapons	5hrs	Normal priority	0 hr	not worked on yet



Health Bar	3hrs	Normal Priority	2hr	done
UI Updater	2 hrs	Normal priority	1 hr	not fully implemented
Frog Enemy	6 hrs	Normal Priority	6 hrs	done
Sound Effects	3hrs	Least priority	0 hr	not worked on yet
Platform	1hr	Least priority	1 hr	not fully implemented
Art/Idle/Scene Change	2hrs	Least priority	1 hr	not fully implemented

## Burndown Chart



## 5. Work Done For Deliverable#1/#2/#3 (Updated)

What is already done/Work done:

Ron:

- Player Script and Animations (Movement and animations fully implemented)
- Basic Starting scene just to move around in.
- Basic land enemy script (Coded but not implemented)
- Setup the git group and repo

- Combat script (Player attacks)
- Add additional mechanics for the player

Baven:

- Modified GameManager script
- Modified Game over screen(invokes when player dies)
- Modified Health bar(shows players health, decrease when player takes damage)
- Round Win script (a shop ui, currently only there as place holder. Buttons click but don't modify player's stats)

Raymond:

- Modified Spawner script(spawns fixed enemies per round, spawns boss per round divisible by 10)
- Created UIUpdater script
- Helped on the Gamemanager

Randall:

- Modified Enemy Script (such as not back, death effect, animation)
- Added enemies in Enemy Prefab
  - New Enemies(flying enemy, frog enemy, Boss enemy)
- Helped with the Gamemanager
- UpdatedUI

Declan:

- Created a list of art assets that could be used

Everyone:

- Took part in game discussions and plannings
- Documents done:
  - Assets list
    - Model Assets
    - Art Assets
  - Scripts
    - Required scripts
    - Scripts for when changes are done
  - All the different prefabs we could have
    - Enemies
    - Projectiles
    - Health Bar
  - Burn down chart

- Estimated Times For Assets/Scripts
- Priority of required Assets/Scripts