

Team 7 Project 4 Meeting Log

Mon. April 9 9:00 – 9:55 AM – LEEP2 Café

Discussed:

- Went over new features for Project 4 that we had discussed before:
 - More customizable experience
 - Various songs in soundtrack
 - More backgrounds
 - Volume manipulation
 - Online leaderboards
 - Power ups
 - Will actually have Robert's beautiful UI integrated into the game this time.
- Division of work:
 - Leon: Further work on player controls and game physics. Also, may do modeling in Blender with David now.
 - David and Leon: Continue using blender for modeling game assets. Incorporate more sounds.
 - Robert: User Interface, Documentation. More artwork, also considering doing game models as well now.
 - Sahil: Continue work on obstacles like asteroids.
- Realistically, much like Project 3, work responsibilities will likely end up differing a little bit from how they are assigned right now. As we move through projects, we tend to shift responsibilities here and there, due to work schedules and other exterior factors that may affect how much we can put into a project.

Wed. April 11 9:00 – 9:35 AM – LEEP2 Café

Discussed:

- Discussed more new editions for Project 4:
 - Slow-down gameplay as a powerup.
 - How strong should a shield power-up be? Would it have a time limit, or be destroyed after 1 hit?
 - How many spaceship models? Maybe around 5.
 - What kind of gameplay settings would we manipulate in order to create a changeable difficulty setting?

- Kurt mentioned after our Project 3 presentation today that we should consider moving our platform from a web-based app in OpenGL, which can cause the game to lag, to a downloadable app. We are considering more options in this area now.

Wed. April 18 9:00 – 9:35 AM – LEEP2 Café

Discussed:

- Today in lecture, Professor Bardas talked about splitting up roles a bit more evenly. For example, those who focused on documentation in Project 3 should code more in this project, while those who coded heavily in Project 3 should do some more documentation. We will likely take some of that advice and spread work around a little differently.
- Considered changing up player movement, though that is low on the priority list. We are largely comfortable with current player movement.
- Changes in player perspective are on the table.
- What sort of fun features are popular in space shooters? Maybe we can take some inspiration from those, make some of our own variations of those.
- Do we want to include a boss(s)? How would they spawn, what conditions would bring up a boss? Reaching a certain score is what will likely cause a boss to spawn, should we decide to include a boss. Also stop asteroid spawning when boss spawns.

Thurs. April 19 12:30 – 2:00 PM – Eaton 1005D

Discussed:

- Got advice from Kurt on how on to proceed with project.
- Focus on incorporating power ups into the game. Power ups will be the most significant addition that was not present in the prototype.
- Will include scalable difficulty.
- Will include changes in volume.
- Still would like to incorporate leaderboards, though that is on the back burner now. We need to prioritize gameplay over side features.

Mon. April 23 9:00 – 9:30 PM – LEEP2 Café

Discussed:

- Perhaps design game to look and play more like Galaga? Game already is quite similar to Galaga, probably not.
- Two boss levels may be a possibility.

- Power-ups include:
 - “Shrink” shrinks the player, making it easier to dodge asteroids.
 - “Shield” creates a barrier around the player that protects them.
 - “Slow time” slows down asteroids.
 - “Laser” augments regular laser shots.
 - “Bomb” blows up asteroids on screen.

Thurs. April 25 12:30 – 1:30 PM – Eaton 1005D

Discussed:

- Got more advice from Kurt on how to proceed with project, though there wasn’t much left to say at this point. Just focus on finishing power-ups now and add other features if we have time.
- We were able to get the game to work on mobile, though it lags a lot. This won’t be a final product, we want the final product to work on computers. Just an experiment.
- Worked on power-ups.
- Unlikely that we will finish leaderboard implementation in time if we attempt to add that.
- Won’t incorporate bosses.