Food Fight

P3 Progress Report

The Team

- Tyler Atwell
  - Handling all networking logic
  - Multiplayer

- Pierce Boggan
  - Team communication co-lead
  - Quality assurance

- Jake Harris
  - Main game logic
  - Plot

- Clay Miller
  - Team communication co-lead
  - Website

- Robert Perez
  - Main game logic
  - Start screen

- Daniel Powers
  - Quality assurance
  - Artificial intelligence

- Matt Villarrubia
  - Art assets
  - Sound assets

The Milestones

- Layer 0
  - Grid
  - Units (with health, mana, movement and attacks)
  - Assets list

- Layer 1
  - Turns (with ordering and passing)
  - Menu (with start and exit)

We are currently working to implement artificial intelligence, to integrate art and sound assets, and to integrate classes.

Check out our GitHub repository to follow our progress.

The Game

We are working to make the UI (health, mana and turn indicators) more intuitive.

To move, click on your unit (blue). Adjacent tiles will turn light blue to indicate your unit's movement range. You can move all of your units before your opponent's turn.

You can attack when you are within one tile of an opposing unit. Your opponent will move and attack when your turn is complete.

This covers layers 0 and 1. Future layers add classes, a plot and other features to enhance the experience.

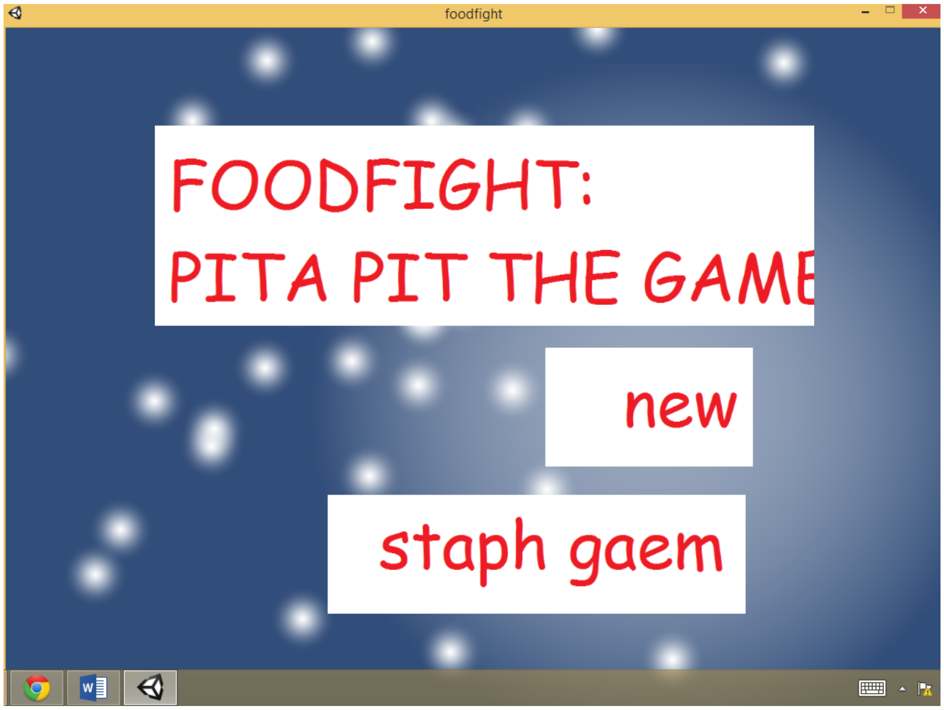

Figure 1: Working start screen. Design has not been finalized.

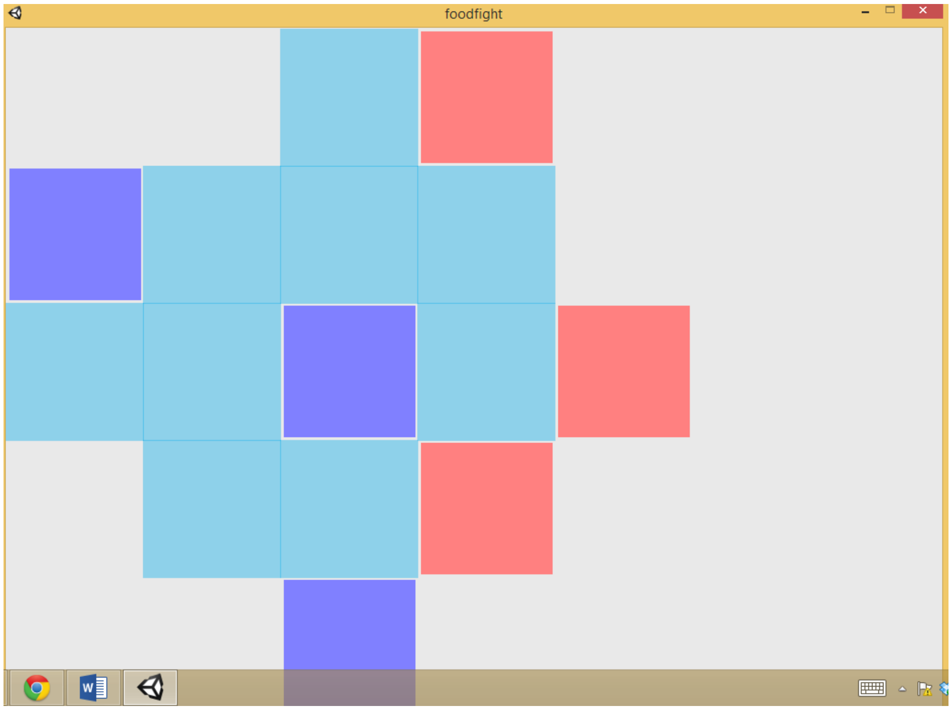

Figure 2: Movement range of selected unit.

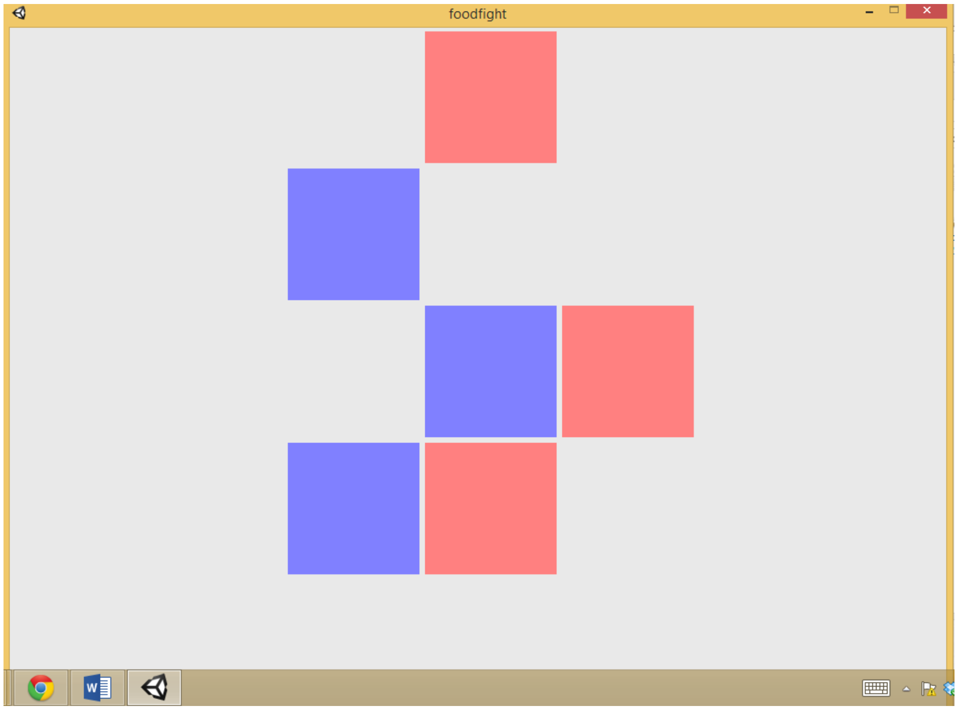

Figure 3: Start of opponent's turn.

The Challenges

- Easier Than Expected
    - Turn management
        - Whose turn is it?
    - Creating units that can have differing stats (health, mana)
    - Menu

- Harder Than Expected
    - Creating movement that was path-based
        - We ended up not choosing this solution because it was time prohibitive
    - Art assets
        - Hard to find quality assets at an affordable price that fit in well with our game

- Implementation Process Affected Design
    - Movement is the biggest example we have
        - We couldn't use a path-finding solution because of the required workload

- Additional Functionality with Additional Resources
    - Art assets
    - More plot/story
    - Cleaner code
    - More quality assurance
        - Unit tests
        - Integration test