

# Open Beta Report

Ghosted

May 8th, 2021

**Star Soup Games:**

**Group 6:** Akane Edwards, Benjamin Shen, Catie Rencricca, Konstantin Kirovski, Michael Chang, Soyee Park, Will Gao, *Aidan Cuite*

**Progress Summary**

For the programming side, the main goals were to finish our main mechanics so they could be playtested. We ran into issues implementing Box2d, which mainly consisted of player-player collisions and pal-furniture collisions. After rescoping and temporarily ditching Box2d, we implemented and networked the new ghost spooking mechanic and win condition. Other than that, we fully integrated the vision system, improved the mobile input controls, updated most of the UI, and added correctly scaled textures.

On the design side, the main goals included designing rooms, organizing playtesting, and creating assets. Most of the assets, animations, and UI elements are complete so we focused on designing rooms using the level editor and analyzing feedback from playtesting sessions.

**Open Beta Release Breakdown**

**Will Gao**

Gao’s main tasks for this sprint were to finish implementing Box2d and work on map generation. Due to issues with Box2d and the need to rescope, he dedicated more time to debugging and implementing the rescope and did not get the chance to work on map generation. He was also responsible for managing team logistics as project lead.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| -- | Managing team logistics | 3 hr | X | 3 hr |
| 4/30 | Implementing player collisions | 15 hr |  | 21 hr |
| 4/30 | Implementing room walls | 4 hr | x | 4 hr |
| 4/30 | Removing box2d integration with players | 2 hr | X | 3 hr |
| 4/30 | Scaling room textures | 1 hr | X | 1 hr |
| 4/30 | Creating and drawing room furniture | 5 hr |  | 4 hr |
|  | **Total Time** | 33 hr |  | 39 hr |

**Michael Chang**

Michael’s main tasks were finishing exporting the obstacle assets, refining shading/coloring work, and specifying dimensions of all assets.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| 5/1 | Calculating obstacle dimensions/hit boxes | 2 hr | X | 2 hr |
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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| 5/7 | Drawing chandelier asset | 2 hr | X | 2 hr |
| 5/8 | Refining and exporting obstacle assets | 5 hr | X | 5 hr |
| 5/8 | Coloring med-fi assets | 5 hr | X | 2 hr |
| 5/8 | Drawing battery slot asset wireframe | 1 hr | X | 1 hr |
|  | **Total Time** | 18 hr |  | 15 hr |

**SoYee Park**

Park’s main tasks were organizing the playtesting survey and presentation. In addition, Park led UI meetings to discuss assets needed after the rescope.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| 5/4 | Discussing UI assets after rescope | 1.5 hr | X | 1.5 hr |
| 5/5 | Coloring lo-fi obstacles | 3 hr | X | 3 hr |
| 5/5 | Updating and exporting textures | 0.5 hr | X | 0.5 hr |
| 5/6 | Creating playtesting survey questions | 1 hr | X | 1 hr |
| 5/6 | Creating playtesting presentation | 1 hr | X | 1 hr |
|  | **Total Time** | 10 hr |  | 10 hr |

**Konstantin Kirovski**

Kirovski’s main task was finishing the remaining JSON files. In addition to that, Kirovski worked on coloring the low-fi obstacles and also created rooms in the level editor.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| 5/6 | Playtesting the game | 3 hr | X | 3 hr |
| 5/8 | Coloring lo-fi obstacles | 3 hr | X | 3 hr |
| 5/8 | Creating remaining JSON files | 3 hr | X | 3 hr |
| 5/8 | Creating rooms in level editor | 5 hr | X | 2 hr |
|  | **Total Time** | 18 hr |  | 14 hr |

**Akane Edwards**

Edwards’s main programming tasks were implementing batteries and including updated assets ingame. Her main design tasks were organizing playtesters to observe gameplay patterns with the current state of the game and sketching out final animations.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| 5/3 | Managing designers’ tasks | 1 hr | X | 1 hr |
| 5/7 | Including updated assets ingame | 1 hr | X | 2 hr |
| 5/7 | Organizing playtesting | 2 hr | X | 2 hr |
| 5/8 | Implementing batteries | 2 hr |  | 6 hr |
| 5/8 | Sketching trap animation | 2 hr | X | 2 hr |
|  | **Total Time** | 11 hr |  | 18 hr |

**Benjamin Shen**

Shen’s main task was to work on networking for the game and implement the spook mechanic. He also helped other programmers implement and debug their tasks.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| -- | Helping other developers, reviewing code, and making releases | 2 hr | X | 17 hr |
| 4/28 | Fixing bugs from Closed Beta | 2 hr | X | 2 hr |
| 4/29 | Refactoring player movement | 3 hr | X | 2 hr |
| 5/5 | Sending win state over the network | 2 hr | X | 2 hr |
| 5/7 | Reimplementing spook mechanic and repurposing ghost traps | 5 hr | X | 8 hr |
| 5/7 | Sending players’ spooked/tagged state over the network | 2 hr | X | 3 hr |
| 5/8 | Adding settings screen | 6 hr |  | 1 hr |
|  | **Total Time** | 25 hr |  | 38 hr |

**Catie Rencricca**

Rencricca’s main tasks this sprint were adjusting input controls, adding new UI, working on the room editor, and squashing other various bugs.

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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| -- | Discussing at group meetings | 3 hr | X | 3 hr |
| 4/28 | Debugging testflight release | 2 hr | X | 4 hr |
| 4/28 | Refactoring and adding assets to room editor | 10 hr | X | 12 hr |
| 5/5 | Adding game UI | 2 hr | X | 4 hr |
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| **Due** | **Task** | **Expect** | **Done** | **Time** |
| 5/5 | Adjusting and debugging mobile input | 4 hr | X | 6 hr |
| 5/5 | Adding floating joystick UI | 1 hr | X | 2 hr |
|  | **Total Time** | 22 hr | X | 31 hr |

**Showcase Predictions**

On the programming side, our main goals will be to finish implementing our rescoped mechanics regarding the player interactions, and to finish implementing map generation. We will also implement sound effects and music, and update the animations to polish our features before showcase.

On the design side, our goals will be to polish existing assets and the UI based on feedback from playtesting. We plan on focusing on creating more rooms in the level editor and organizing playtesting sessions to see how players interact with them and adjusting accordingly. We also plan to finish any assets that were missed in previous sprints.

**Showcase Breakdown**

**Will Gao**

Gao’s tasks for the next sprint will involve adding furniture as obstacles, implementing pixel based collision detection, and implementing room generation through JSON files. If he has extra time he will work on map generation. He will also be responsible for managing team logistics as project lead.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| -- | Managing team logistics | High | 3 hr |
| 5/19 | Adding furniture as obstacles | High | 4 hr |
| 5/19 | Implementing room generation from JSON files | High | 6 hr |
| 5/19 | Implementing pixel based collisions | High | 6 hr |
| 5/19 | Implementing map generation | Medium | 10 hr |
|  | **Total Time** |  | 32 hr |

**Michael Chang**

Michael’s main tasks will be to complete any remaining assets, including those for the teleport and battery slot, floor and wall assets and converting existing room designs to the level editor.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| 5/10 | Outlining teleporter and battery slot | High | 4 hr |
| 5/12 | Converting existing room designs in level editor | High | 3 hr |
| 5/14 | Creating 2 colored wall assets | Medium | 4 hr |
| 5/14 | Creating 2 colored floor assets | Medium | 4 hr |
| 5/21 | Organizing playtesting sessions | High | 1 hr |
|  | **Total Time** |  | 19 hr |

**SoYee Park**

Park’s main tasks will be creating all the UI assets after the game rescope and also adjusting the UI mockups from the playtesting feedback. In addition, Park will create additional room level editors.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| 5/7 | Creating UI button for traps | High | 3 hr |
| 5/8 | Creating 3 additional rooms in level editor | High | 3 hr |
| 5/9 | Adjusting UI mockups from playtesting feedback | Medium | 3 hr |
| 5/10 | Organizing playtesting sessions | High | 3 hr |
|  | **Total Time** |  | 15 hr |

**Konstantin Kirovski**

Kirovski’s main tasks will be creating additional rooms in the level editor, modifying existing UI json files based off of playtesting feedback. He will also color remaining obstacles.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| 5/17 | Coloring med-fi obstacles | High | 3 hr |
| 5/17 | Creating additional rooms in level editor | High | 3 hr |
| 5/17 | Adjusting UI json files | Medium | 3 hr |
| 5/21 | Organizing playtesting sessions | High | 3 hr |
|  | **Total Time** |  | 15 hr |

**Akane Edwards**

Edwards’s main programming tasks will be to finish implementing battery interactions and adding collisions for furniture without Box2D. She will also modify the scene graph to accommodate ordered nodes better.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| -- | Managing design team logistics | High | 3 hr |
| 5/10 | Implementing battery interactions | High | 3 hr |
| 5/10 | Implementing furniture collisions | High | 3 hr |
| 5/12 | Finishing remaining animations | High | 3 hr |
| 5/14 | Adjusting scene graph structure | High | 3 hr |
| 5/21 | Organizing playtesting sessions | Medium | 6 hr |
|  | **Total Time** |  | 24 hr |

**Benjamin Shen**

Shen’s main tasks will be sending resources, interactions, and initial room data over the network. In addition, he will add the remaining game modes. He will also manage the other programmers’ tasks and review code.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| -- | Helping other programmers with their tasks | High | 8 hr |
| 5/19 | Adding game modes | High | 6 hr |
| 5/22 | Sending more data over the network | High | 15 hr |
|  | **Total Time** |  | 32 hr |

**Catie Rencricca**

Rencricca’s main tasks will be making sure that all the game UI is finalized and adding sound to the game. She will also be available to help with other bugs or tasks as necessary before showcase.

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| **Due** | **Task** | **Priority** | **Expect** |
| -- | Discussing at group meetings | High | 3 hr |
| 5/22 | Finalizing game UI | High | 10 hr |
| 5/22 | Adding music and SFX to game | High | 7 hr |
| 5/22 | Debugging | High | 5 hr |
|  | **Total Time** |  | 25 hr |