

# Milestone 1

Swapnil Srivastava

Github link to the game: [Shoot forest, shoot!](#)

## Part 1: Updated Game Document

### Changes to the initial game design:

In the project proposal, animation of player, monsters, etc. was mentioned as part of the early phase of development. However, I have decided to make that a low priority item and only focus on functionality of game mechanics first. I still intend on doing animation, but that will be implemented last. Other than that, the rest of the game design stays consistent.

### Evolution of the game:

The biggest change to the game thus far has been the change in expectation of the animation. It was not initially as evident to me that it will take quite a bit of time to make the individual images to be incorporated in the animation cycle.

## Part 2: Updated Project Timeline

Since I am working alone on this project, all the work mentioned below is done or will be done entirely by me.

### Milestone 1:

Task 1: Player Controller:

- Inputs via keyboards are now working to control the player movement.
- Implemented Jump, but restrictions apply.
- Double jump mechanics implemented

Task 2: The floor and scene:

- The floor is implemented by a group of 'box' objects.
- Collision detection is implemented to prevent player from falling through the floor
- Design for other variations of the scene have been finished.

Task 3: Bullet mechanics:

- Bullet mechanics are not finished and will roll over to the next milestone.

## **Milestone 2: April 12**

Task 1: Bullet mechanics: Deadline: April 11

- Implement shooting of bullets with regards to mouse position and angle.
- Implement different modes of bullets.

Task 2: Monster mechanics: Deadline: April 11

- Implement monster movement
- Implement monster attacks
- Implement termination of monsters

Task 3: Finish collision and score count implementation: Deadline: April 11

- Implement different types of collision other than player and floor.
- Implement score count

Final Game Submission: April 26

Completed and polished game

Completed Game Document game

## **Part 3: Technical Challenges**

A major technical challenge has been the implementation of the bullet mechanics. I have attempted to use the code from the previous project, but that turned out to be a dead end. The challenge is to implement the trajectory of the bullet and the initiation at mouse click. I have a general idea of how to tackle this issue by the upcoming milestone deadline. The only impact this has had is to push back this task over to the next milestone.