

Team Leader: Ryan Lindenfeld

Members: (1) Alexander Tran, (2) Carlos Alvarado Ortuno, (3) Carson Chen, (4) Daring Eap, (5) Ryan Lindenfeld, (6) Tony Cerda, (7) Tristan Jones

Overall Team Update:

Game is currently playable with a testing level. We are slowly introducing custom art assets into the game to replace the placeholders. The music for the game is almost finished. Powerup Items and an inventory system has been implemented. Menu's are a work in progress but should be finished in the next couple days. We are looking into different AI for certain monsters, currently the monster will keep following the player and attack, but we want monsters that also have different movement patterns which will be done via state machine.

Overall, this is our update:

- Partially implemented items
- Fully implemented Inventory
- Fully implemented enemy randomly dropping items
- Music partially done
- Tile Set for levels done
- Finetuned Enemy AI
- Menus designed but not implemented
- Art and animations for more enemies
- Animation for enemy attacks
- HUD designed but not implemented
- Fully implemented Health system
- Fully implemented Hearts display
- Fully implemented Enemy damage
- Fully implemented Invulnerability on hit system
- Partially implemented death state
- Room Layouts completed for upcoming procedural generation

Individual Member Update: (1) Alexander Tran

[Engineer]

Completed:

- Player:
 - Player Inventory Script allows picking up and dropping of items
 - Script for calculating and setting players new stats based on items in inventory
- Items
 - Scripts for items names, description, stats
 - Random drops script that can be applied to enemies and/or chest currently only using small amount of test items for anything that uses the script
 - Test items for increasing damage and movement speed

To Do (Week 11/3 - 11/10)

- Items/Enemies
 - Look into and implement multiple loot tables/pools with varying rates for specific/different enemies/chests
 - Look into and implement more projectiles or spread projectiles

Individual Member Update: (2) Carlos Alvarado Ortuno

[Audio]

Completed:

- Researched on ambient music for our type of game
- Completed $\frac{3}{4}$ of our ambient music

- Researched process for making sound effects

To do (Week 11/3 - 11/10):

- Finish up the ambient music
- Make at least 2 sound effects

Individual Member Update: **(3) Carson Chen**

[**Artist / Engineer**]

Complete:

- Environment tiles
 - walls
 - floors
 - rocks
- Player character
 - concept and sketch for it

To do (Week 11/3 - 11/10):

- Menu items
 - play button
 - setting button
 - controls button
- Player character
- monster sketches and concepts

Individual Member Update: **(4) Daring Eap**

[**Engineer / Level Design**]

Completed:

- Animation:
 - Unity Animation for Enemy Character I created
- Enemies:
 - Enemy AI pathfinding

To Do (Week 11/3 - 11/10):

- Enemies:
 - Try to implement the attack on the player
- Level Design:
 - Create a premade level

Individual Member Update: **(5) Ryan Lindenfeld**

[**Team Leader / Engineer / Menus**]

Completed:

- Menu sketch
- Rough sketch and concept of a boss creature

To Do (Week 11/3 - 11/10):

- Complete the main and in-game menus with functional audio sliders
- Actually draw/animate the boss creature
- Work on transitions between menus and levels/test level

Individual Member Update: **(6) Tony Cerda**

[**Engineer / Artist**]

Completed:

- HUD Sketches
 - Received valuable feedback from Team members
- Animation
 - Unity Animation for Enemy Character I created

To Do (Week 11/3 - 11/10):

- Finalize HUD Design
- Create more original HUD Assets, such as icons for items

Individual Member Update: **(7) Tristan Jones**

[**Engineer / Level Design / Artist**]

Completed:

- Player:
 - Player Health Script
 - Player Death Script (Currently destroys the player object)
 - Player Invulnerability on Hit Script
 - Attack Timer on throwing knives
- Enemies:
 - Enemy Damage on Hit Script
- UI:
 - Heart system
 - Linked Hearts to Player Health
 - Dynamic Fill/unFill Hearts Script
- Level Design:
 - Created 10x10 Room Layouts for procedural generation
- Art
 - Designed one enemy attack (Laser attack)
 - Animated Laser Attack

To Do (Week 11/3- 11/10):

- Player:
 - Player Death correctly going to death screen
- Enemies:
 - Implement knockback on hit
 - Implement new enemy laser attack script
 - Enemy AI for ranged attacks
- Level Design:
 - Complete procedural generation or create premade levels.
 - Script Level transitions