

Team 04

Week 14

Due on 11/23/2020 (Monday)

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 in an alpha state and is currently fully playable. It currently features all custom environment and item art, music and sound effects, animations for the player character and four other enemy characters. The game starts with a tutorial to introduce mechanics and controls to the player; it then transitions to the first level. Fully implemented procedural generation, random level with random room layouts, random number of enemies in those rooms. To access the boss room, the player must go through at least one room (in case the boss room spawns next to the starting room). After defeating the boss, the next level hole will appear. The player can choose to either go through the other rooms first for items or hearts or proceed to the next level. Currently the player loses all items gained in the previous levels besides the lantern. Each level after the first will have an increased number of rooms increasing the challenge for the player. All menus such as the main menu, settings, pause menu, and death screen have been fully implemented and work, as well as exiting the game.

Individual Member Update: **(1) Alexander Tran**

[Engineer]

Completed:

- UI
 - Interactable ui inventory to click to drop items
 - UI to see items in inventory
- Inventory
 - Added 10 item limit to inventory
- Items
 - Dropped items have a time frame where it cannot be picked back up
 - Added health drops
- Enemies
 - Added random drops for health
- Player
 - Healing scripts
 - Make sure healing does not go over max health
 - Apply healing

To Do (Week 11/23- 11/30):

- Enemies
 - Help with boss attacks
- Items
 - Health increase
 - Possible projectile changes

Individual Member Update: **(2) Carlos Alvarado Ortuno**

[Sound]

Completed:

- Made and added Ambient music
- Made AudioManager scripts (With Ryan Lindenfeld)
- Added dagger sound effect

- Added damage intake sound effect
- Research death scene ambient music
- Made and added death scene ambient music
- Added health pickup sound effect
- Added fire camp sound effect
- Added menu sound effects (With Daring Eap)
- Research on boss battle music
- Half done with boss battle music

To Do (Week 11/23- 11/30):

- Add remaining sound effects
- Finish up the boss battle music

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

[Artist / Engineer]

Completed:

- Environmental stuff
 - Wall torches
- Player character
 - Atk animation
 - Get hit animation
- Created boss monster
 - Helped with concept
 - Helped with attack pattern and attacks

To Do (Week 11/23- 11/30):

- Menu background
- Environmental things
- Player character
 - Death animation
- Boss animation
- (maybe) death screen

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

[Engineer / Level Design]

Completed:

- Level Design:
 - Created Tutorial Level to introduce controls and mechanics (With Tristan Jones)
 - Created additional Room Layouts (With Tristan Jones)
- Sound
 - Added menu sound effects (With Carlos Alvarado Ortuno)
- Art:
 - Created 2 new items sprites (campfire and torch)

To Do (Week 11/23- 11/30):

- Created additional Room Layouts

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

[Team Leader / Engineer / Menus]

Completed:

- Menu buttons made, audio slider custom thingy is up in the air
- Boss
 - Boss sketch

- Boss attack patterns

To Do (Week 11/23- 11/30):

- Ranged attack animation for the boss

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

[Artist]

Completed:

- Art:
 - Completed some assets (which were fixed by Tristan Jones)

To Do (Week 11/23- 11/30):

- Last minute assets

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

[Engineer / Level Design / Artist]

Completed:

- Player
 - Implemented Player death with death screen
- Enemies:
 - Add ranged projectile attack to the first enemy instead of a laser.
 - Animated 2 new enemy characters
 - Added behavior AI to new enemy characters
- Level Design:
 - Created Tutorial Level to introduce controls and mechanics (With Daring Eap)
 - Created tutorial message scripts and triggers
 - Created additional Room Layouts (With Daring Eap)
 - Finished Procedural Generation system
 - Finished Level transition scripts
- Art
 - Created 2 new enemy sprites
 - Polished/revised items sprites (With Tony Cerda)
 - Created player projectile sprite
 - Created enemy projectile
 - Created lantern sprites for tutorial
- Audio:
 - Added music/sounds to scripts so they play/stop playing with the related parts. (With Carlos Alvarado Ortuno)
- General:
 - Bug fixes for enemy spawning/not colliding properly

To Do (Week 11/23- 11/30):

- Enemies:
 - Implement new boss AI
- UI:
 - Implement and finish Minimap system
- General:
 - Bug fixing
 - Level testing
 - Boss testing
 - Prep for final presentation