

Project Plan

I am creating a two player 2D arena shooter. Throughout my project I will be trying and testing different ideas that mainly focus on coding rather than animation or art. For example power ups, stats, environment effects, ect... For the characters I am using squares as a placeholder with the possibility to turn them into actual characters if time allows. For the time being I am using Unity for creating the game, and Photoshop or any basic image editor to make my place holder sprites. Over the weeks I hope to be able to add in at least one different feature each week or at least every other week starting with some issues I noticed when having classmates test my prototype during the Capstone 1 final.

Jan 31 (week 1)

Get game setup with unity 2017.3 make sure the update didn't break anything. Fix small issues from previous semesters playtest

Week 2-4

Add in health system and change projectiles to do damage to hp rather than just destroy player on hit

Week 5

Work on making a cooldown between projectile shots

Week 6-9

Work on trying to get stats to work and effect different aspects of the characters (Week 7 have at least one stat working for the prototype.

Week 10

Game Test make sure everything works as intended

Week 11-13

Work on temporary power ups

Week 14-15

Finish UI try to design multiple area's

Week 16

Game Test and fix bugs