

**Team Name :** Artless  
**Game Name :** Astronomy Escape  
**Milestone :** Beta

## END OF MILESTONE REVIEW

### Goal Status & Plan

Goal 1 : ECS Rework	
Status	Next step
Tried to do it, however this requires to change the whole layout of the current system. Thus, we have given up on the idea for now. If we have time during the break we will be back on this idea.	

  

Goal 2 : Implement Memory Manager	
Status	Next step
Not implemented yet.	Adding MM only when most of the stuff is implemented and settled, if not we will not touch it.

  

Goal 3 : Rework Game Design	
Status	Next step
Game Design is fixed and we had come up with the plan of adding more suitable features into the game. Such as teleporters, switches and spawn collectables.  Also breaking down levels into smaller parts.	Implement them in the codes. 1) Teleporters 2) Switch 3) Spawn Collectibles  Stage Changer has been implemented. Now we have to generate level maps and load into stage changer.

## Goal 4 : In-game HUD

Status	Next step:
Added Basic in-game HUD to display the amount of collectibles to collect to clear a level.	Add more in-game HUD to display players current health, score, game level and narration if possible.

## Goal 5 : Transition effects between screens

Status	Next step
Most transition effects between screens such as loading, victory and defeat screen have been implemented.  Added a Victory and Defeat screen that players can choose between switching back to the main menu or replaying the current level.	Check for bugs and further feedback for the Victory / Defeat Screen. Also continue working on the transit effects.

## Goal 6 : Prepare/Rework Gameplay Assets

Status:	Next step
As new mechanisms such as switches and teleporters are being introduced in the game, the finalized designs are not yet to be confirmed. However, designs of various spawn conditional collectables were being produced and are currently in use for the gameplay.	Finalizing the design for the switches and teleporter and reworked on some of the assets such as enemy sprites and turret design to make it more distinct as per the feedback given from the Alpha presentation.

### Goal 7 : Aural Appeal

Status	Next step
New Audio has been added, comments on it has not been negative	Continue testing with game testers

### Goal 8 : Improvise on the AI Logic

Status	Next step
AI Logic is now serialized and can be easily modified out of code.	Create different types of AI that would fit the game

### Goal 9 : Enhanced Camera Transition

Status	Next step
Was not able to implement camera Transition in the given amount of time	Continue working on enhancing camera transition

## Team Survey

Member	QoW	QoP	Morale	Comments
Justin Yip	3	3	3	
Goh Wei Zhe	3	3	3	
Kenric Tan	3	3	3	
Lee Liang Ping	3	3	3	Abit of light system
Lee Jun Jie	3	3	3	

## General Suggestions/ Feedback

### Positive

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### Negative

Goals for Alpha were not achieved with a satisfactory method.	Justin
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### Misc

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# PLAN FOR BETA

## SPRINT 1

### Goal 1 (NEED) : Visual Lighting

Priority	Acceptance Criteria	Comments
1	Basic Light Shader	80% done, left with merging it with other shaders
1	Blur Effects	
2	Generate Light Entities	
2	Light collisions affect entities.	

### Goal 2 (NEED) : Assets Design

Priority	Acceptance Criteria	Comments
1	New mechanism art assets such as teleporters, switches and conditional spawn collectables	
1	Rework on the turret and door design to make it more distinct	
1	Rework on the enemy sprites, which is different from the player's sprite	

### Goal 3 (NEED) : Level Design

Priority	Acceptance Criteria	Comments
1	Break down the level into smaller progressive levels	
1	Tutorial stages on the various mechanism to be included for the conditional spawn collectables to be known for the players	
2	Conduct an internal playtest to test on the puzzle difficulty	

### Goal 4 (NEED) : In-game HUD

Priority	Acceptance Criteria	Comments
1	Pop-out message box to indicate the objective of the current level, such as how many collectables and conditional spawn collectables are there	
1	Rework on the winning and losing scene, in terms of the design aspect and font choices	
1	Display the remaining lives the player has	
1	Display the remaining collectable in the puzzle	
3	Display narration (if possible)	

**Goal 5 (NEED) : Transition effects between screens**

Priority	Acceptance Criteria	Comments
1	Main menu special effect or screen transition	Transition effects such as from level selection to game.
2	In game special effect or screen transition	

**SPRINT 2****Goal 1 (NEED) : Stage Score System**

Priority	Acceptance Criteria	Comments
1	Implement a stage score system that calculates the score of the player depending on the performance of the player such as time taken to complete the puzzle, if conditional spawn collectables are being collected and lives remaining	
2	Score rating of the player to be displayed through the number of stars they are awarded	

**Goal 2 (NEED) : Aural Appeal**

Priority	Acceptance Criteria	Comments
1	Source for suitable for winning scene	
1	Enhance/adjust the overall volume of the game in terms of SFX and BGM for the player to have the best gameplay experience	

**Goal 3 (NEED) : Gameplay design**

Priority	Acceptance Criteria	Comments
1	Integrate a distinct win/lose condition to ensure the player is able to win after collecting all the collectables or lose the game after finishing their remaining lives.	
1	Integrate conditional spawn collectables as a bonus objective that can increase the overall score depending on the performance	
1	Integrate mechanism such as switches and teleporter to make the puzzle more interactable	

**Goal 4 (NEED) : Enhanced Camera Transition**

Priority	Acceptance Criteria	Comments
2	Camera Shake Transition	
2	Camera adjust/ move to location during key moments	
2	Fog of War for unexplored areas	
2	Camera acceleration/deceleration	Camera should not be that linear to enhance the gameplay