TGD3351 Game Algorithm
Milestone Report #1

Student ID #1: 1131120642 **Student Name #1 : Chia JianFei**	**Student ID #2: 1121119034** **Student Name #2 : Lim Wan Ping**

Progress Report

Week 3

a) Task Completed

- Presentation of game proposal in the class
- Discussion on screen design, game mechanics and task breakdown.

b) Goal

- Environment setup for VS and XNA.

Week 4

a) Task Completed

- Downloaded and setup Visual Studio and XNA environment, synchronization between computers and cloud project creation.

b) Goal

- Setup Team Foundation Server for version control and local folder mounting.
- Starting the development on the game.

Week Raya

a) Task Completed

- Successfully setup project in Visual Studio Team Foundation Server
- Found resources for the objects and the map
- Setup of TILED and XTILED as TILED map editor file importer into the XNA framework

b) Goal

- Load sprites and tilesets to the project with the importers
- Form sprite sheets from scatter resources and standardize resources properties setting.

Week 5

a) Task Completed

- Imported sprites and tilesets
- Created demo map as one layer image using TILED
- Setup the library files for TILED (.tmx) map import
- Updated on keyboard input to control the camera

- Created the grid and information display for development

b) Goal

- Set up the map properly using array with indexes with tile's sprite sheet.

c) Problem Faced

- Improper update of camera view, display seems glitchy and is not able to fix.
- Error importing the TMX map files into XNA, which is found to be caused by the importer (XTILED). An attempt to fix is done by replacing other tile Engine with XML reader but still failed.

Week 6

a) Task Completed

- Updated on sprites and tilesets
- Discarded the used of TILED .tmx file due to incompatibility with compiler (Unable to load object in .tmx)
- Implemented a new module called Tile Engine and modified to fit the project
- Updated on keyboard input to control the camera
- Created multiple demo map with different array sizes to test Camera and boundaries
- Recreated the entire Tile Engine Module to match the needs for tile detection
- Corrected camera view bound based on player movement
- Added tile checking on player next move
- Added the the detection of Hiding, Winning and Losing

b) Goal

- Object Deployment and Basic movement or interaction of the object beside player.
- Implementation of locked doors and game finish screen
- Implementation of HUD interface (head-up display, like key state bar)

c) Problem Faced

- Better but still incorrect Camera2D movement after rewrite the Camera2D class, and finally solved by implementing player movement fist and readjusting the camera movement according player movement
- Incompatibility of XTILED importer and Tile-Sharp TMX Reader, solved by reimplementing our own version of MapData and Camera2D
- Timer on hideout tile is not implemented yet before figuring out how timer works in XNA.

Revisions

One of our game features where the player has to collect coins or special points to unlock ability will be discarded, due to its low priority to the project objective, limited time constraint, and its low impact on the gameplay. Our next milestone goal is to ensure that wizard is able to wander and chase the player, and to deploy at least one minion in the game. Besides, HP bar may be introduced as well as the key and lock tiles in the game. If time is sufficient, timer bar on hideout tile would be introduced in next milestone as well.

Gantt Chart

No	Task	Week												
		3	4	Raya	5	6	7	8	9	10	11	12	13	14
1	Game Proposal													
	Game Design													
2	Screen Design													
3	Game Mechanics Design													
4	Game AI Design													
5	Gathering of Resources													
	Game Development (L1)													
6	Learning of Technology													
7	Coding:													
	a) Map & Camera set up													
	b) Character movement													
	c) Game Objects deployment													
	d) Game Algorithm													
	e) Screen and menu creation													
8	Testing													
9	Documentation													
	Submission													
11	Presentation													
12	Submission													