TGD3351 Game Algorithm
Milestone Report #2

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Progress Report

Week 7

a) Task Completed

- Started working on HUD
- Refactor and removal of unused files from milestone #1
- Discussion on how to decoupling certain function to make it reusable between key class and lock class.

b) Goal

- Finish implementation of HUD
- Create Door and Key classes for detection
- Start research on enemy AI and player detection

Week 8

a) Task Completed

- Added a simple Line of Sight function to detect player horizontally and vertically
- Implementation of Door and Key classes with detection functions
- Implementation of HUD interface for keys on hand

b) Goal

- Find sound and music resources
- Add basic sounds and musics for the game

Week 9

a) Task Completed

- Added Music Asset such as background music, moving sound, game over sound and hide tile indication sound.

b) Goal
- Continue to work on Wizard AI

c) Problem faced
- Problem with the detection of the hiding flag, i.e., it keeps playing certain sound, so frequent that it destroys the game mood.

Week 10

a) Task Completed
- Implemented the A* Algorithm on the Wizard.
- Implemented the line of sight behavior: Once wizard saw player in straight line, It will chase directly.
- Fixed the sound overplay issue by using game time. The player input now also controlled by game timer instead of using an integer count.

b) Goal
- To implement a destination generator according to wizard's behaviour so that the wizard can move seamlessly in the maze.
- Implement the Finite State Machine to control wizard's behavior.

c) Problem Faced
- The usage of game time of controlling the movement update speed and sound play function call. Initially the problem is whenever the function is called, the whole action like moving is completed without showing how it moved exactly. Multiple sound also trigger whenever player step on the hiding tile, creating a sound disruption that eventually make the game super annoying.
- A* Function crashes unexpectedly. The reason is possibly due to the frequent clear list.

Revisions

The implementation of Item alchemy will be modified into item revealing if time persist, else it will be discarded as it is not a priority of the game play. Check point will also be discarded as it doesn't affect the game play.