Alexander Sentsisen 100892950   March 2nd 2018   Jacob DiDiodato 101000261

COMP2501 Progress Report & Revised Schedule

Scope and Purpose

We are working on a racing game that is set in outer space. The game is set in a 3D environment with a first person perspective. Our group does not have much experience programming in a 3D environment and as such there have been issues with development that I will detail later. As was done in the project proposal we will be structuring our development in a table with entries being weekly tasks. We will, however, need to revise this schedule since we are behind on development.

Progress

As stated in the above paragraph our group does not have much experience programming in a 3D environment. This has caused us to have some problems in our development of this game. Originally we planned implement a basic HUD, basic entities, and a weapon system in the prototype. We have not managed to get any of these things into the game yet. This is due to complications in programming. We have been having a lot of problems trying to model our game from a first person perspective in terms of positioning objects relative to the camera. Currently we have a first person camera (and a pyramid drawn for perspective) that can be moved back, forward, left, and right with the WASD keys. It can also be moved up and down with the q and e keys respectively. The camera position can also be rotated by moving the mouse. Additionally we have a working skybox.

Remaining Work

We still do have quite a lot of work to do but we think that with the help of our professor and TA's we will be able to finish the game by the project deadline. Once we have established the camera motion then we will be able to begin on some of the, hopefully, easier sections of the project. Below is a revised schedule that we will try our best to keep to.

*Weeks start and end on Fridays (schedule starts on Feb 9th 2018)

Week*	Description of Work
1 (9th-16th)	- Displaying 3D shape (probably a cube) and making it rotate with mouse or keyboard input
2 (16th-23rd)	- Implement the movement of the ship in 3D space
3 (23rd-2nd)	- Implement the movement of the ship in 3D space - Add in a skybox Prototype due at the end of week
4 (2nd-9th)	- Place other entities in the world - Implement basic weapon system - Add collision for entities and ray casting/instantaneous hits for ship shots

5 (9th-16th)	- Display basic HUD/reticle
	- Enemy AI
	  - Pathing and basic logic(simple FSM)
	  - Multiple simple behaviors

6 (16th-23rd)	- Add different types of weapons - Add different game states (menu, gameplay, upgrade)
7 (23rd-30th)	- Finite state machine for game state and enemies - Level design (maybe create 2 levels and switch between them) - Game feature freeze -Begin polishing