

Weekly Report 4: Senior Design Project

This week I was very sick and was unable to get much work done this week. However, I did get the player movement completed but I still need to implement a ground checker for the player with jumping. One of the other things I intended on implementing was the field of view so that the enemy does not immediately pursue the player, but my sickness prevented me from doing that. I planned on implementing the weapons for at least just the player and the health bar system for both player and enemy. I understand that this incident has set me back, so I do have quite a bit of work to do in order to catch up. I have not actually been able to complete any tangible product to show in the report unfortunately. This week's milestones list are almost identical to last week's with the exception of the player movement milestone, which I did complete.

Milestones for the near future (by week starting from now):

*I realize that I do not actually have a set plan for how I will get most of my game done. I just plan on getting done what I feel is possible and makes the most sense to do at that moment. From there, I will begin to piece the separate components together to have my final product. Here is a tentative list that I have so far:

1. Learn how to make a proper field of view for the AI entities.
2. Implement that field of view so that the enemy AI only begins to pursue the player after entering the field of view.
3. Implement the directional pad so that the user can move the player.
4. Add the default weapon to the flying enemy that I have created (just a non-automatic projectile weapon for now).
5. Add the default weapon to the player (I will probably do two defaults, one melee and one long range).