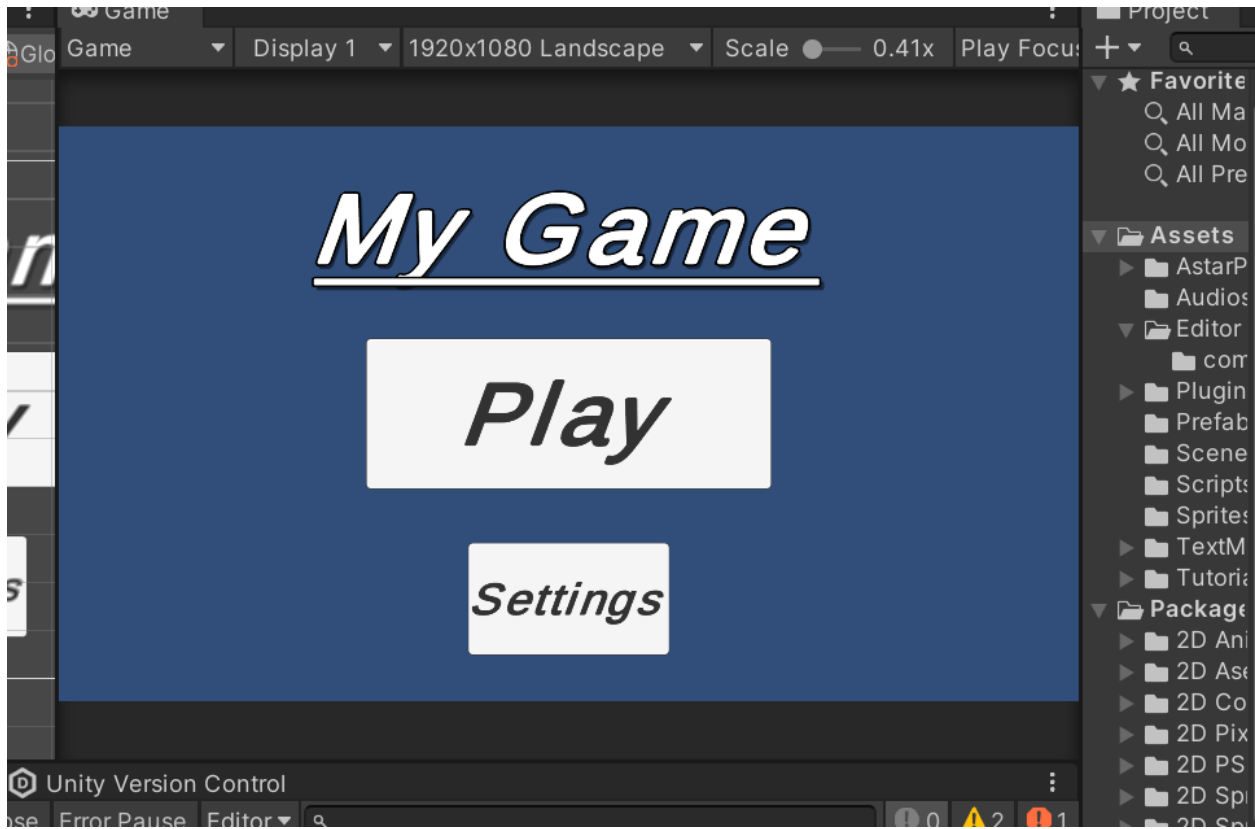


Weekly Report 4: Senior Design Project

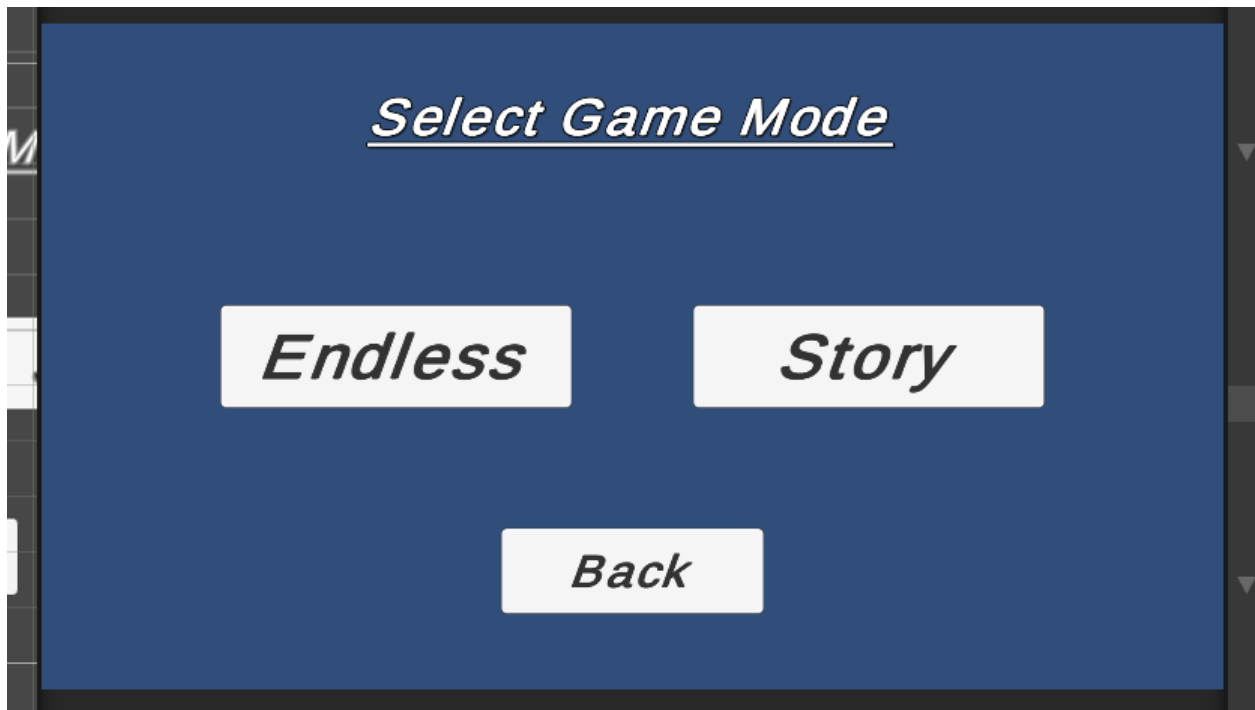
This week I made even further leaps of progress regarding my project. One new thing that I have been working with is getting powerups to do things to the player, I currently have a speed increasing powerup, but it is not working exactly how I would like. I also still need to somehow get my game score tracker to run properly because it has been non-functional and it is a very important aspect that needs to work. I also have begun using scene management in unity to traverse through scenes in my game which will be very useful when I start to implement levels in my game's story mode. Speaking of which, I have also gotten access to technology that allows me to use procreate, the digital art software, so I can start making the sprites that will be used in making my game look more like a video game. I have currently created some concept art for my characters and weapons in the game, but I am not finished with all of it yet. I have all the current ones just done on graph paper hand drawn. I have also created some of the necessary background theme music for my game and I have implemented it such that I can alter the volume in my settings menus. Doing all of this, I still have not completely implemented the enemy patrolling, but I am also going to try and put some effort into that as well. One more thing is that I am looking into skeletal animation so that my game characters can walk and move like humanoid beings. Lastly, I have found a potentially good tutorial that can help me with procedurally generating my levels, it may be in a way that I wasn't particularly hoping for, but it will definitely work nicely to help me create skeletons for nice interactive game environments. All in all, I have made some pretty good progress, but I still have much to do if I want this project to impress the audience at UCD.

(This week I have screenshots of what I have and pictures of what I am currently working on).

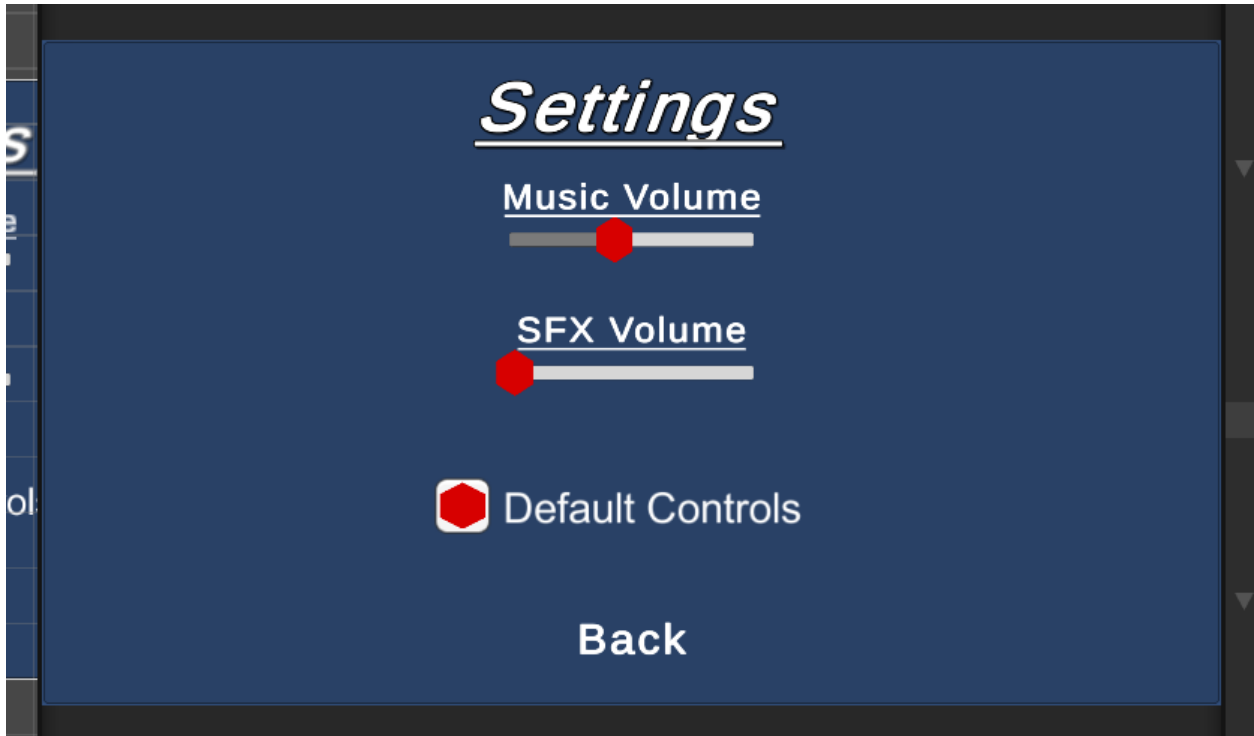
Main Menu:



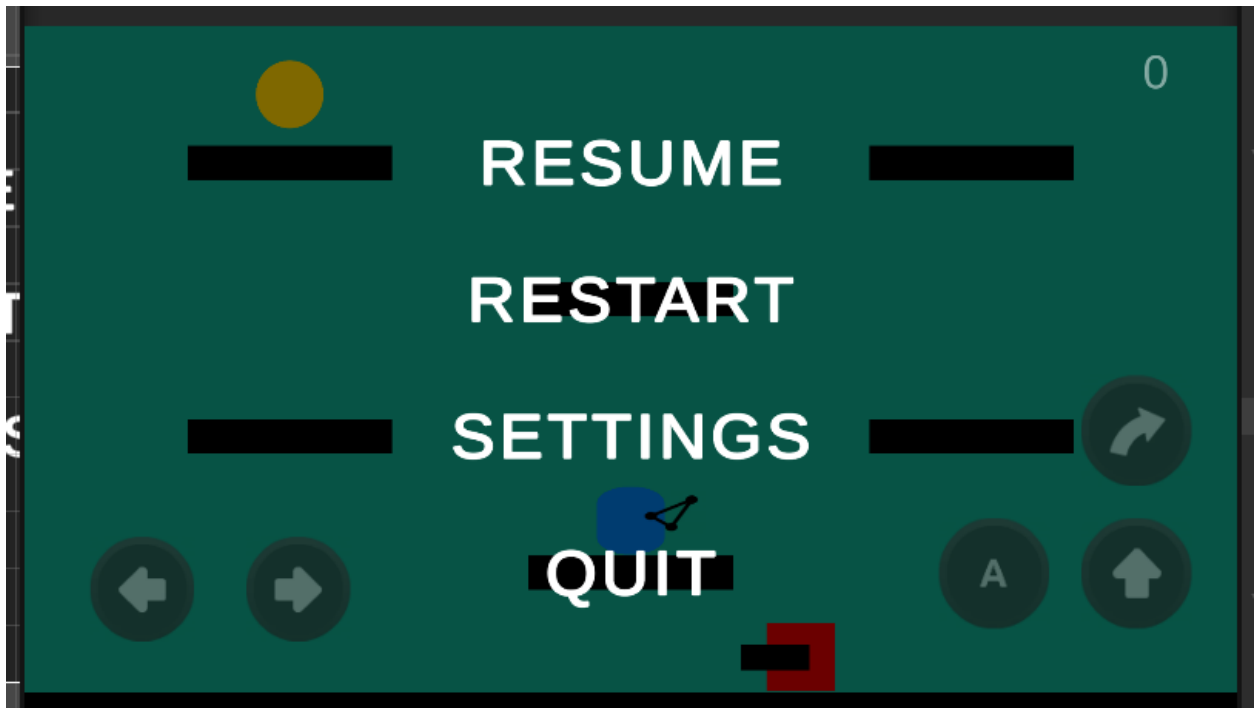
Game mode screen:



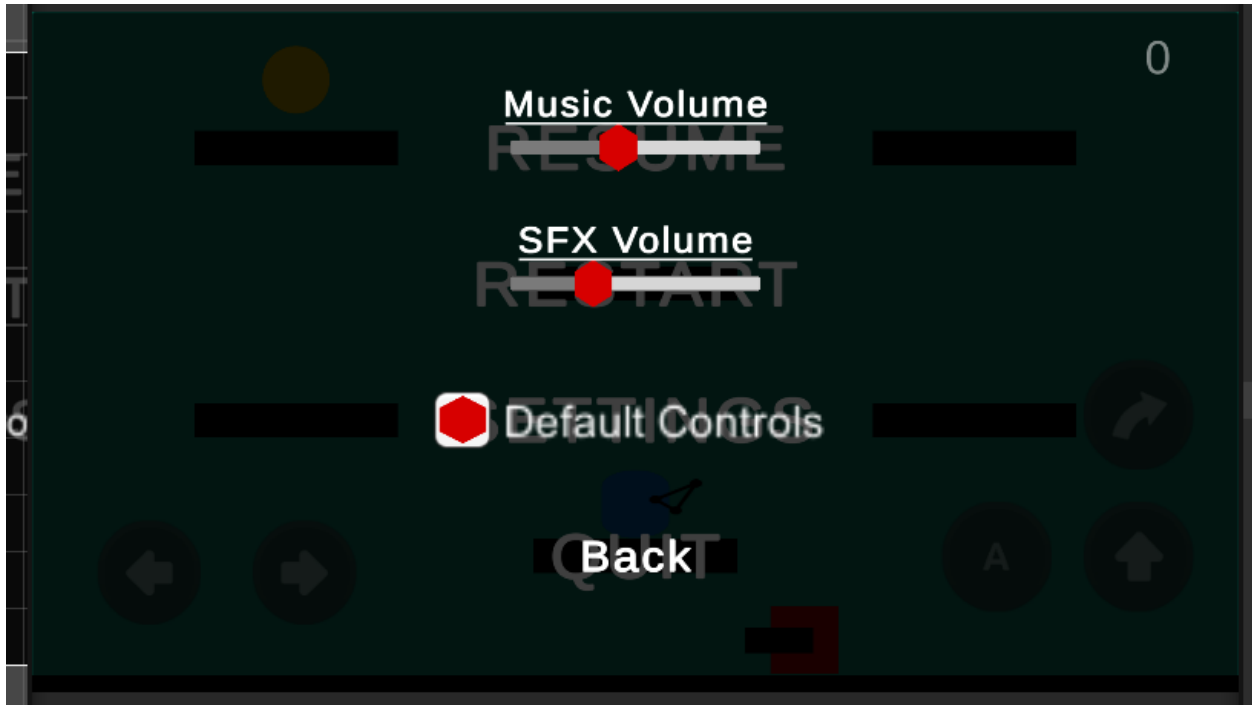
Main settings menu:



Endless game mode pause screen:



In game settings menu:



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. Fix the basic enemy health decrementing system with each successful attack (number two priority).
2. Learn how to make a proper field of view for the AI entities (right now it works nicely, but it's not quite how I want it to be).
3. Finish implementing the enemy AI "patrolling" on platforms and areas.
4. Add an actual player health bar (this one will probably take just a few minutes since I already have the player health done).
5. Add the default weapon to the flying enemy that I have created (just a non-automatic projectile weapon for now).
6. Continue creating the actual game characters (character and game object design).
7. Start looking into procedural generation for the endless mode game scene.
8. Start looking into skeletal animation for the enemies and the player.

9. Finish implementing power-ups and perks (new weapons, armor, and health boosters).
10. Work on getting a working score tracking system functional.