

Weekly Report 4: Senior Design Project

This work period just might be my most productive period yet. I finally fixed that lingering AI issue I was facing the Sunday night at the end of spring break and that allowed me to start working on more things in my project that I didn't see important until after that. I also implemented an almost 100% functional pause menu with a pause button, restart button, in-game settings menu, and quit buttons. I also finally completed the four different types of enemy AI and I just need to add them to a spawner so that they can be implemented in my endless game mode. I also started to work on recording a score for each enemy destroyed and each time damage is dealt to an enemy but that is still in progress as well. Another thing I started was implementing sound effects into my game, I only have a few but I know how to do it and at this point it only takes me redoing it with more sound effects to add to other game objects in my project. I still need to add background and theme music, as well as a main menu scene to start my game from. I now have been lent my dad's work iPad so I can use different softwares such as Procreate and GarageBand to create the audio and visual artwork. All in all, I made what I think is very significant progress in my work and I will continue to work hard to try and keep up the pace I have been at this week.

(This week I would like to demo what I have done in class in place of adding screenshots and videos).

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. Start 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. Implement adding power-ups and perks (new weapons, armor, and health boosters).
10. Create theme music and background music for levels.
11. Create the main menu scene for the start of the game.