End of Term Status Report

By: Kyle Smizer-Muldoon
Rodrigo Garcia-Novoa
Jinxu Han

Reiteration of Game Overview

› Our 2.5D game focuses on player-character connection through interactive gameplay and storyline
› The main features are objective based overworld completion, player controlled combat system, and enemy AI

Kyle Progress

› Cursor movement in battle scene
  › Free range on map & snaps to grid
› Character battle movement
  › Based on cursor's position
› Enemy battle movement
  › Based on character's position

Sample of Character/Enemy movement
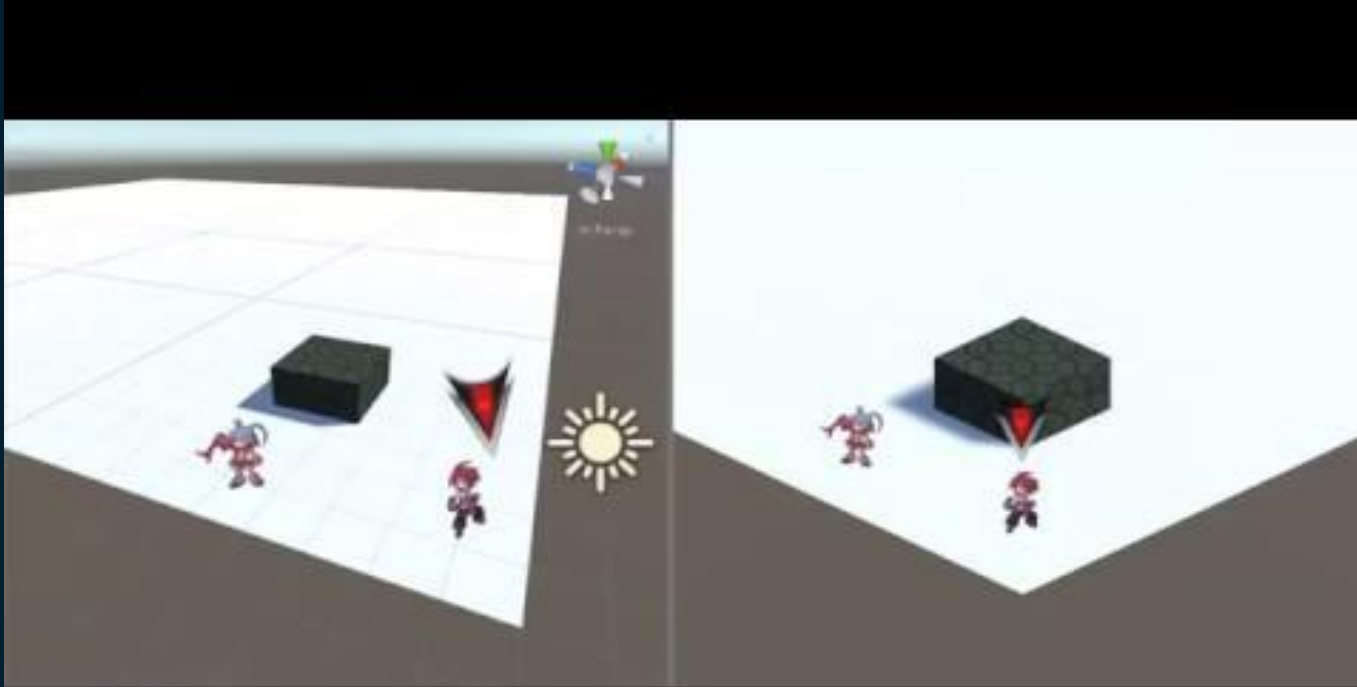
Cursor movement

```
if (Input.anyKey)
    Move();
else if (transform.position.x % 1 > 0 || transform.position.z % 1 > 0){
    newX = transform.position.x;
    oldY = transform.position.y;
    newZ = transform.position.z;
    if (transform.position.x % 1 > 0) {
        newX = Mathf.Round(transform.position.x);
    }
    if (transform.position.z % 1 > 0) {
        newZ = Mathf.Round(transform.position.z);
    }
    transform.position = new Vector3 (newX, oldY, newZ);
}
```

Character Movement

```
void Start () {
    cursor = GameObject.Find("Cursor");
    targetPosition = cursor.transform.position;
}
```

```
void Update () {
    if (Input.GetKeyDown(KeyCode.Return) || Input.GetKeyDown("enter")) {
        Move();
    }
}
```

```
targetPosition = cursor.transform.position;
while (transform.position != targetPosition) {
    transform.position = Vector3.MoveTowards(transform.position, targetPosition, moveSpeed * Time.deltaTime);
}
```

Rodrigo's Progress

› Main Menu
   › Sound: Music, Sound Effects
   › Transitions: Fading to different scenes
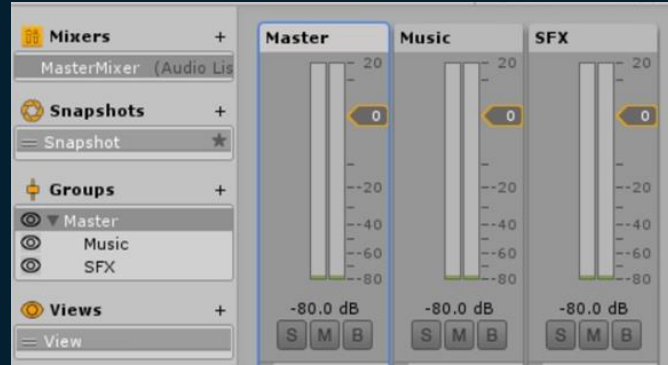   › Audio Mixer: Music, Sound Effects

Transitions

› A fade to white transition has been used to load the opening scene
- Fade to black for quitting
- Used to avoid instantly bringing up scenes into view
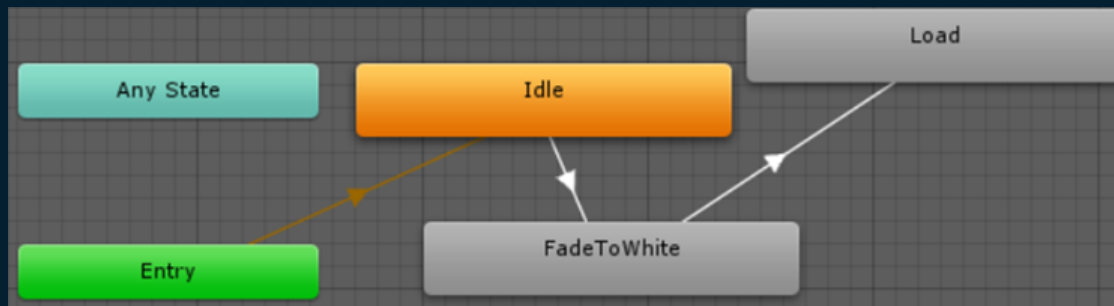
Sound & Audio Mixer

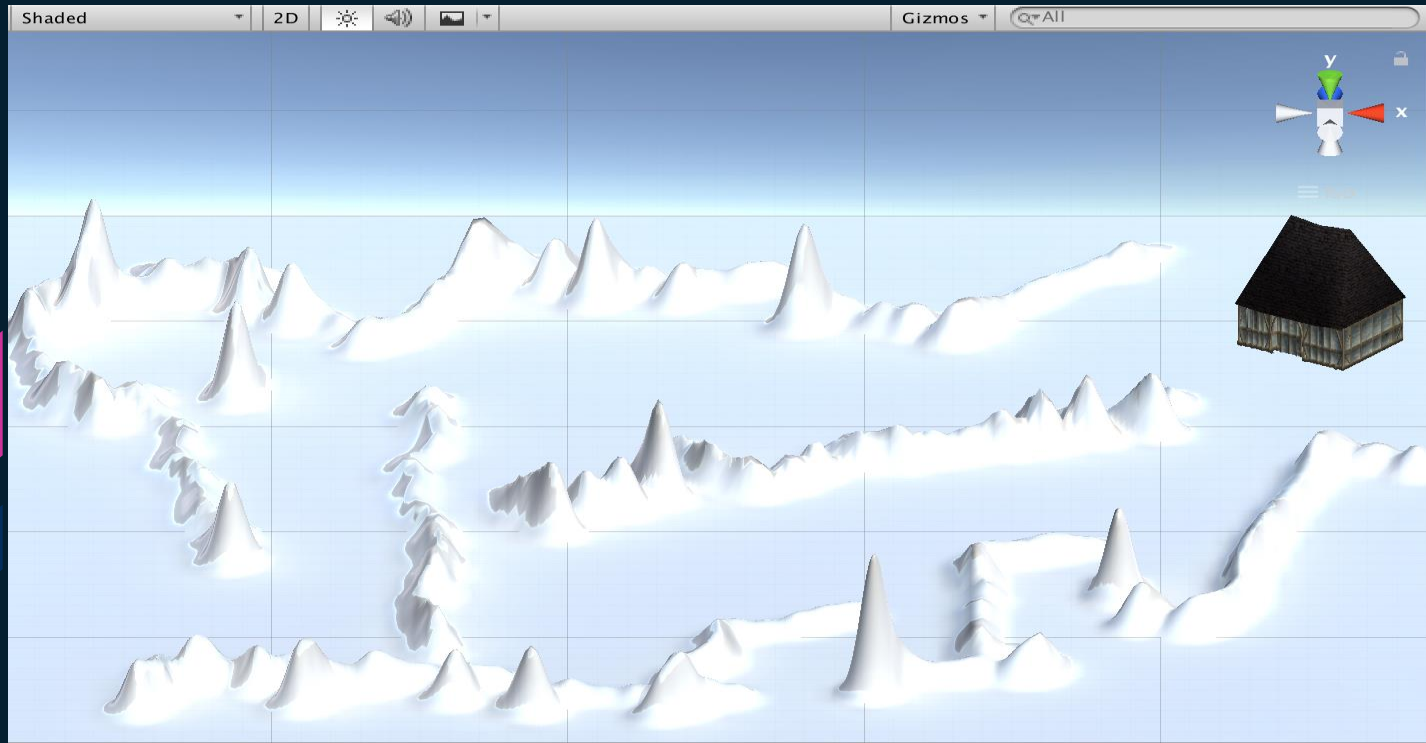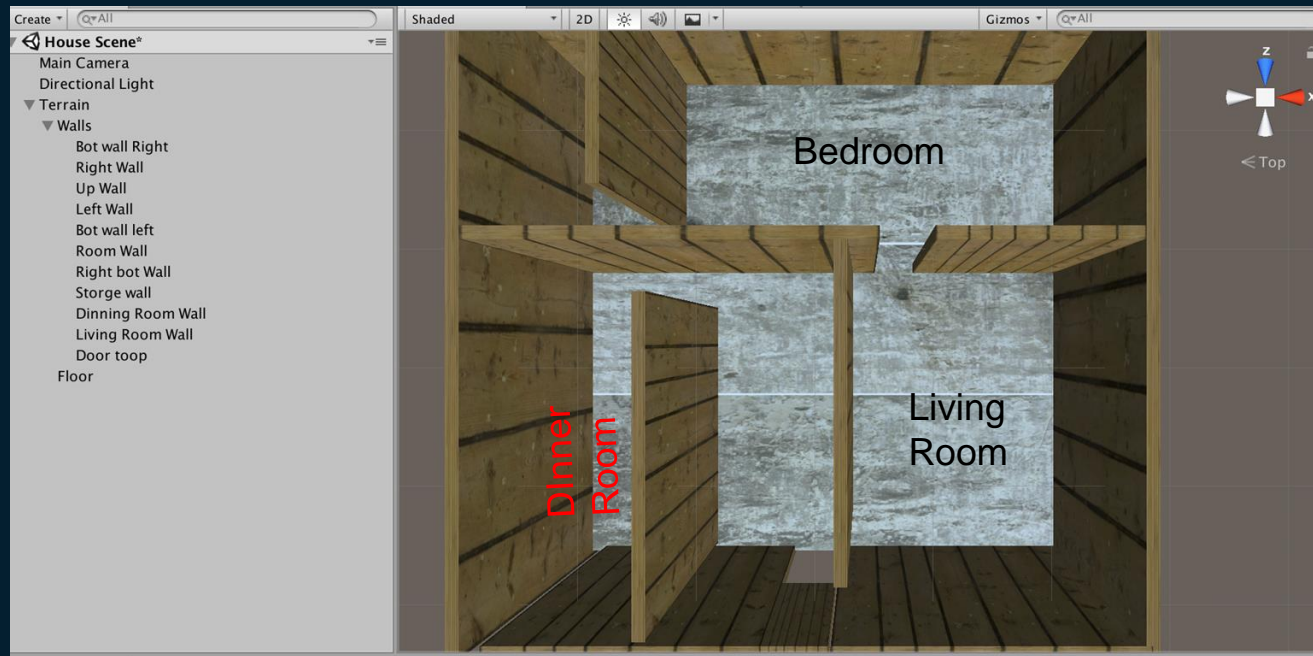› Audio is connected to corresponding mixer and slider

› Adjusted by user in settings

https://drive.google.com/open?id=1oJELTts8-a9otca-VHCDc8PDmCepncth

Jinxu Progress

› Setting Up the World
  › The start scene.
  › The hose scene.
  › Maps For each scene

The Start Scene

In House Scene

Completed

› Generated one level
› Character Animation
› Completed character adventuring through level
› Environment setup
› Main Menu Setup

Needs to be done

› Change from different world
› Storyline set up
› Replace/improve MovesToward()

Estimated Timeline

› Complete overworld maps and interactions by end of winter break
› Have working pathfinding or improved MoveTowards() by end of winter break
› Have health and damage output by end of winter break
› Pause Menu, Player UI, etc. over the winter break