

Update: Mechanics



- First two weeks were largely focused on implemented the mechanics as per the design document.
- Mechanics were modified slightly, overfill of potion mechanic may be a consideration in future design (meaning it MAY be done by game end, but that is not the focus).
- Coded the logic for the match three, and also for damage dealing.
- Coded logic for the potion mixtures.
- Coded the logic for the countdown timer.



Update: Graphics



- Many of the graphics and sprites are currently just placeholders.
- Albertus does have a sprite, but has not been implemented yet, will make it in next iteration.
- Potion bottles sprites were created.
- Experimented with animating sprites and creating instances/layers for certain effects (e.g. the shield is sprite that fades in and out, the magic and poison animations are instances).



Iteration 2 Plan



- Improve graphics, make sprites more cohesive in design.
- Animate player and enemy sprites.
- Create next level or two, different enemies.
- Fix bug/known issues found during gameplay.
- Implement any considerations and suggestions from Iteration 1 presentation.
- Create intro screen, game over screen.



Known Issues:



- Grid currently does not solve itself on matches (as tiles fall into place). We aren't necessarily sure that's a bad thing with the potion mixing mechanic, or if it would make the game more challenging, or perhaps break it? To consider.
- Swiping and matching too fast (before the grid performs it's final check) will cause the game to crash. We have to implement a global lock to lock movement detection until the grid checker is completed.
- Shield (no spoilers-- would like people to play before saying anything).
- Damage delt/received may or may not be too much, or too little. Have to find the perfect balance between gameplay, time countdown.



Development Screen Shots



- A lot of headway was made in the first two weeks with coding, going from nothing to an almost fully-functional representation of our original design. The next few slides will show some of the iterations shared with the group on the discord server as the game was being coded...



Just building the grid



Implementing the Countdown



Player and Enemy Sprites ... with health bars!



Contributions for Alpha



- Golshid:
 - Albertus Sprite.
- Joey:
 - Potion Sprites.
 - Background Level 1.
- Matt:
 - Coding and Mechanics Design.
 - Temporary sprite animations and placements.
- Vandana:
 - Wireframing of Start and End Screens.
 - UI that is not gameplay.



Plan for Beta



- Golshid:
 - More protagonist (enemy) sprites.
- Joey:
 - Potion Sprites redesign including animation frames.
 - Other animation designs including frames.
- Matt:
 - Code changes, modifications, and improvements.
 - Bug fix squashing.
- Vandana:
 - Design of non-gameplay elements (screens needed).
 - UI Elements.



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<https://docs.google.com/document/d/1HrSzgr0uxV1Q5-4tHQhZ7v3a5owdhCVV7m-KNJfhR6w/edit#heading=h.mo52f0k41gv7>

