



ALBERTUS'S POTION QUEST

Iteration 2 - Beta



Update



- Week 3-4 of Development was focused on play testing, and sending out surveys.
- Added character and enemy sprites, and unique level designs with corresponding backgrounds, tile sets, and sprite assets.
- Changed the grid border, added some transparency to offset the grid.
- Changed the timer bar and countdown clock.
- Moved the grid and timer higher in the screen.
- Updated the HP bars.
- Added BG music and special action sounds.



Iteration 3 Plan



- Create Intro Screen, Help Screen, Game Won Screen and Game Over Screen.
- Some way to transition better between levels.
- Fix known issues/bugs (still outstanding). Fingers crossed!
- Fancy sprite animations -- would at least like the potions in the grid to shimmer.



Known Issues:



- Still working on gameplay balance for dealing and receiving damage in consideration of the countdown.
- Grid bug still exists.
- New potion bottle bug is appearing randomly, may be fixed, still requires additional testing.
- More than a match 3 doesn't give any additional damage/benefit.



Contributions for Beta



- Golshid:
 - Potion bottle and snake animated sprites
- Joey:
 - Redesign of Character and Enemy sprites
 - Background for Level 1.
- Matt:
 - Level designs for 2 and 3.
 - Sound.
 - Coding and mechanics (reworked the way that logic is handled for damage and healing).
- Vandana:
 - Wireframing of Start and End Screens.
 - Ideas for level transitions.



Plan for Final



- Golshid:
 - Animating sprites
- Joey:
 - Backgrounds, other assets.
- 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>

