Game Report 3

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Our team has completed most of our layers for our game project. The functional minimum we set was to complete player movement and have a static map generation that we could use for testing. This target was not terribly hard for our team to complete, and we were able to reach this milestone within the first week of coding.

The low target was to have level generation and weapon interactions with the player. This layer also did not cause much of an issue for our group. By using a backtracking algorithm our program is able to create a maze that includes different rooms and corridors. The randomized map generation gives the player a new experience each time they play the game.

Our desirable target was to have individual levels generated for each player and to have the multiplayer running. We were able to complete this fairly easily. The main issue we had with this layer is dealing with Woodward’s security measures that was blocking the multiplayer asset.

The high target for our project was to have a start menu, in-game menu, character customization, and multiple weapons. We have some character customization features such as allowing the player to change the color of their avatar, which in turn affects the color of their generated level. The menus are pretty self explainable, the start menu will allow players to adjust things such as avatar coloration, and actually entering the game. The in-game menu will simply allow the player to resume playing in their current match or quit and go back to the main menu.

Extra features that our group had in mind for this project include a leveling system, unlockables, new weapons and weapon types, plus new game modes. The unlockables will entice players to continue to play the game, the unlockables will vary on how to obtain them. For example for one unlock you might have to level up, while another you might have to complete a mission or achievement. Our players each start with a simple gun, though this can be changed later as the player finds and/or unlocks new weapons. There are many different types of weapons we could implement in our game, different guns along with melee weapons can give the player a large arsenal to choose from. As for the game modes, our default game mode is a simple free for all. Other game modes we can add would be modes such as team deathmatch and capture the flag. Adding these different play styles will keep the players from becoming bored with the standard free for all.