Game Report 2

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So far our team as completed our funcional minimum and our low target. In addition we have completed portions of other layers ahead of schedule such as, multiplayer support and a simple menu system which we will be looking to improve moving forward.

As a reminder, our functional minimum was to have player movement control and view, along with a static level to test in. Our low target was to have dynamic randomized level generation and player-weapon interaction. The desirable target for our game is to have the multiplayer system running along with having the different levels of the players overlap one another with game win and lose conditions implemented. We are making good progress with this layer and are mostly just working on a few remaining components and some minor bugs.

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|  | As you can see to the left, there are status messages indicating multiplayer connection in the lower left corner as well as your assigned color in the upper left and the levels are generated in a maze like fashion. |

For our high level we plan to include a start menu and an in-game menu that allows the user to do simple things such as quit, return to home screen, and adjust volume controls. Also in our high target, we are looking to have multiple weapons and character customization. We already have a certain extent of customization options implemented which allows players to alter the color of their avatar.

Finally, we have ideas for extras that we want to implement if given the time. These additions could possibly include a leveling system, unlockables, additional weapons and weapon types, and different game modes or map types.

As for design revisions, our team is still sticking with our initial design, no major changes have been made. We have not run into any significant challenges that we could not overcome by simply talking out possible solutions to the problem with one another. We are on track and are projected to have our game complete and on time with no major roadblocks.