Game Report 1

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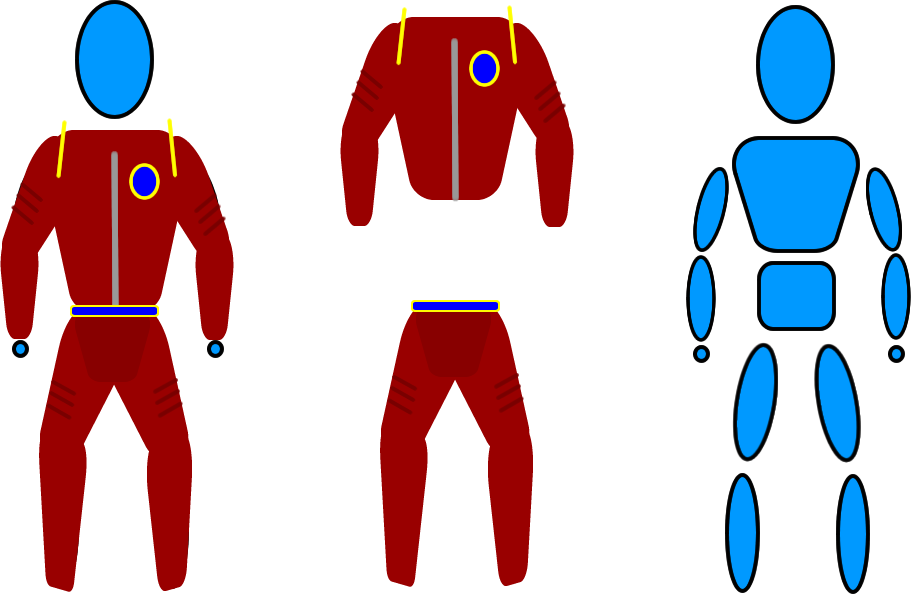
Jaclyn Woodlief

So far our team has reached our goal for the functional minimum, which is to have the player movement and view done along with having a static level to test out the character control. We also managed to get slight character customization that allows the player to select what color their character is going to be. Our next step is to move on to layer two which is our low target. This target focuses on the level generation and the ability to use weapons. Given our past programming experience and teamwork during game jams, this layer has not really caused to many problems for us.

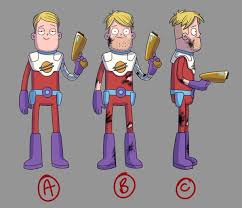
We think that one of the harder aspects will be the random level generation, though we will not be messing with that until we get to layer three. We have been looking into ways to get that and multiplayer working so that when we are ready to add it in, we will have some kind of idea as to what we need to do and how to do it.

Not many revisions have been made to our project so far. The most we have changed about the project from when we presented is smaller details of the game. This includes details such as possible items to pick up, setting, and a couple other smaller aspects. Besides that, our team feels fairly confident about our ability to design and create this game.

**Rough Concept Design Sketches:**

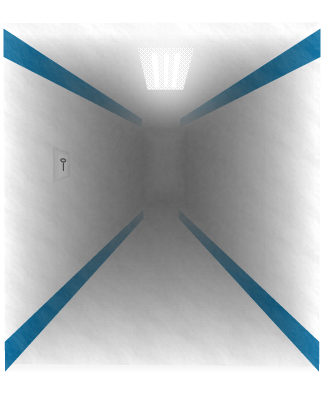
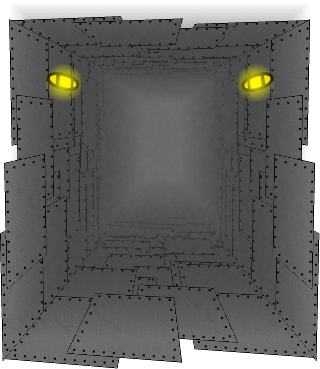
Generic Character(because potential customizable)/ Outfit:

Reference Material:



Potential Environments:

Laboratory/Office Bunker/Warehouse

Animation effect for crossing dimensions:

