First Playable

Team 12

First playable commitments

What we committed to:

- **Have the following mechanics implemented:**
  - Inventory system & item pickup/use ✓
  - Interaction with crops ✓
  - Basic player interface ✓
  - Dialogue system /

- **Art assets for:**
  - Main hub environment ✓ & background music ✓
  - Player sprite ✓ & player animations ✗
  - First plant & associated inventory items ✓
  - Tutorial dialogue ✓

First playable commitments

What we also did:

- Created main menu & pause screens
- Added a monster for the first stages of combat testing

Members & Their work

- **John:** world design, back-end systems (pause menu, inventory, plant interaction, player movement), website creation

- **Quynh:** world design, back-end systems (plant interaction), researching reference resources

- **Will:** world art assets (platform tiles, player sprite, tree, plants, tools, monster), music selection

- **Michaela:** UI art assets (inventory window, text bubbles, health bar, menu buttons), back-end systems (main menu, background music), Perforce setup, PPT creation

Data driven aspects

- **Character data:**
  - Health points
  - Attack speed
  - Attack damage

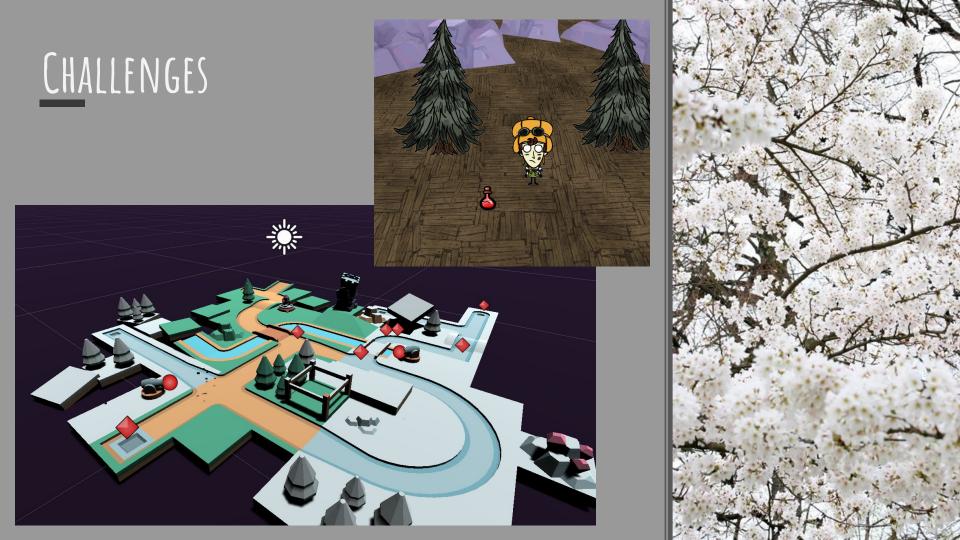- **Plant data:**
  - Plant growth rate
  - Plant growth requirements

- **Enemy data:**
  - Health points
  - Attack speed
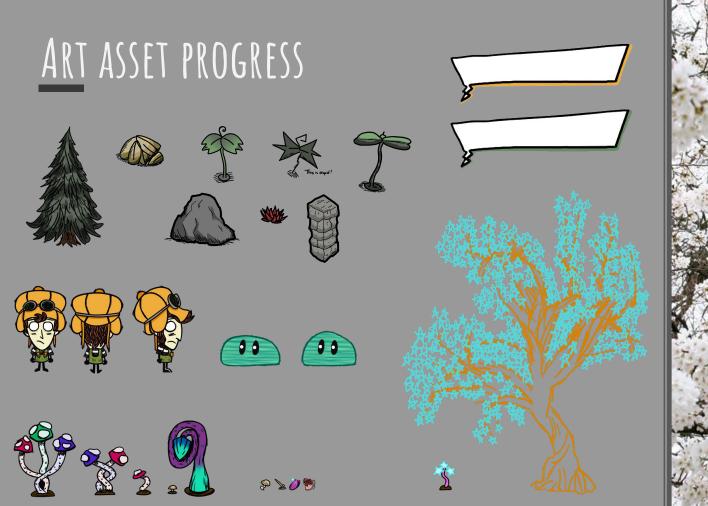 - Attack damage
  - Pathfinding to player

Challenges

- Difficult to get Perforce set up & working, switched to GitHub
- Trying to plan which art assets we needed and when they needed to be finished by to move on with development
- Unity file got corrupted at one point and hadn't been backed up in a while, so we had to start a new project and reimport all of our assets
- Trying to figure out how to make an isometric game
  - Struggled a lot with building the environment and how to handle fighting mechanics on a 2.5D plane
  - Decided to switch to a tower defense game, but the result wasn't appealing
  - Finally settled on switching from isometric to 2D platformer, but it required more art assets than we had originally accounted for (i.e. platform tiles)

Challenges

Art asset progress

Testing Commitments

- Implement save & load system
- Add player sprite animations
- Finish dialogue system, planting system
- Finish art assets for player tools
    - Tool icons
    - Player sprite holding/using tools
- Enhance main hub environment (new platform layout, add tree)
- First adventuring area completed
    - Monster battling implemented with four monsters and a boss for the area
    - First area plants completed and growable (+ more tree growth states)
    - Game over screen
    - Story introduction and dialogue between main character and tree

Questions?