

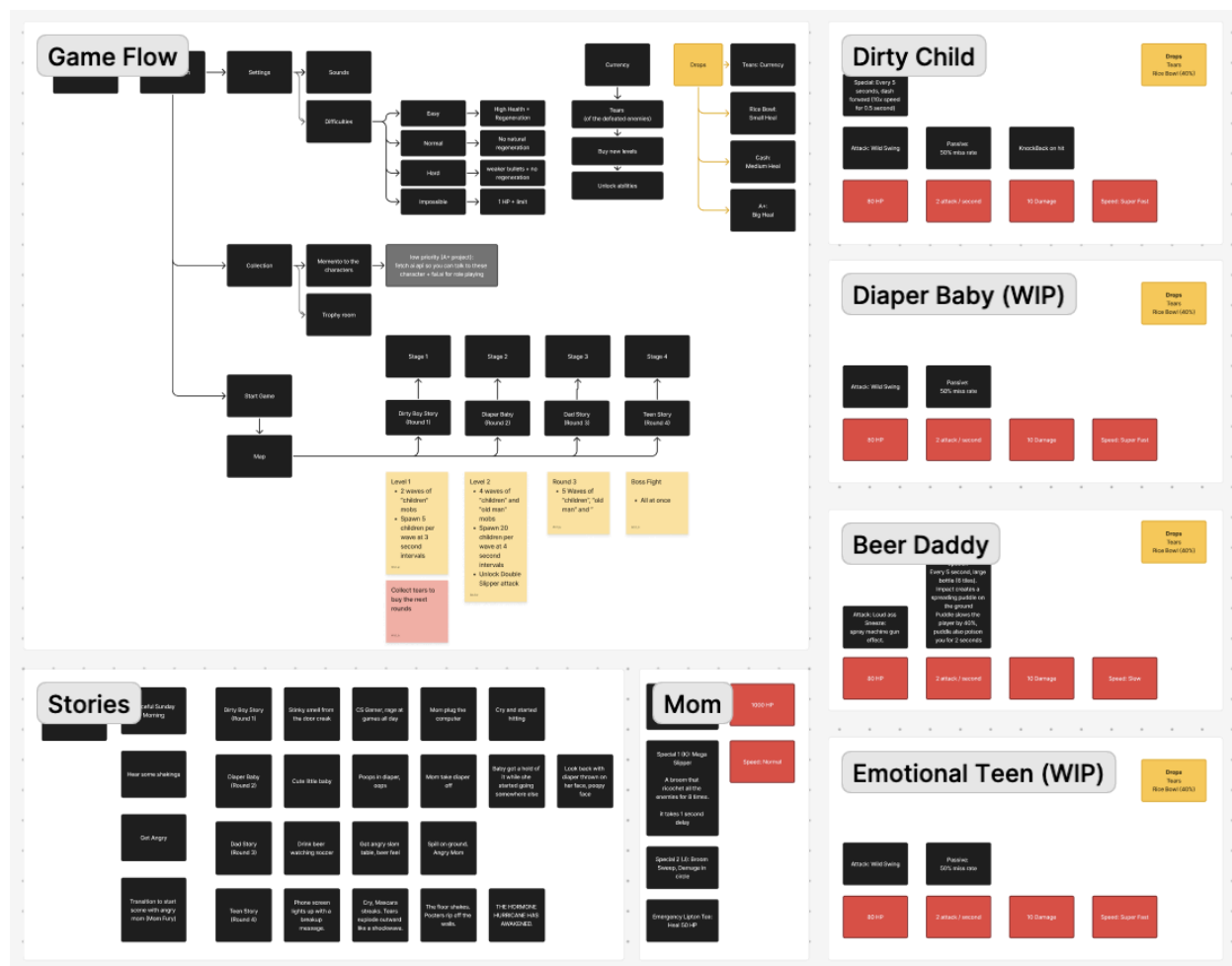
Report 1 - Mom Fury

An Le, Ben Lim, Quynh Tran, Kyle Carbonell

Overall Status

The project is progressing smoothly. The key gameplay systems of player movement, shooting, hit detection, and enemy AI are implemented. While the game currently uses simple block-shaped placeholders for characters and objects, these have been sufficient for iteration and testing. However, this is our current main blocker as we predict that creating finalized assets will take a significant amount of time. We are currently discussing the implementation of more refined gameplay systems, including the upgrade system and the overall game flow(including level progression and story). Overall, the team is on track and continues to meet expected milestones.

First, we created a document that summarizes the overall gameflow. This would help us break down objects into small tasks and divide them to work on parallelly. This also helps us align as a team and understand the “commandments” of our game.



Planning document

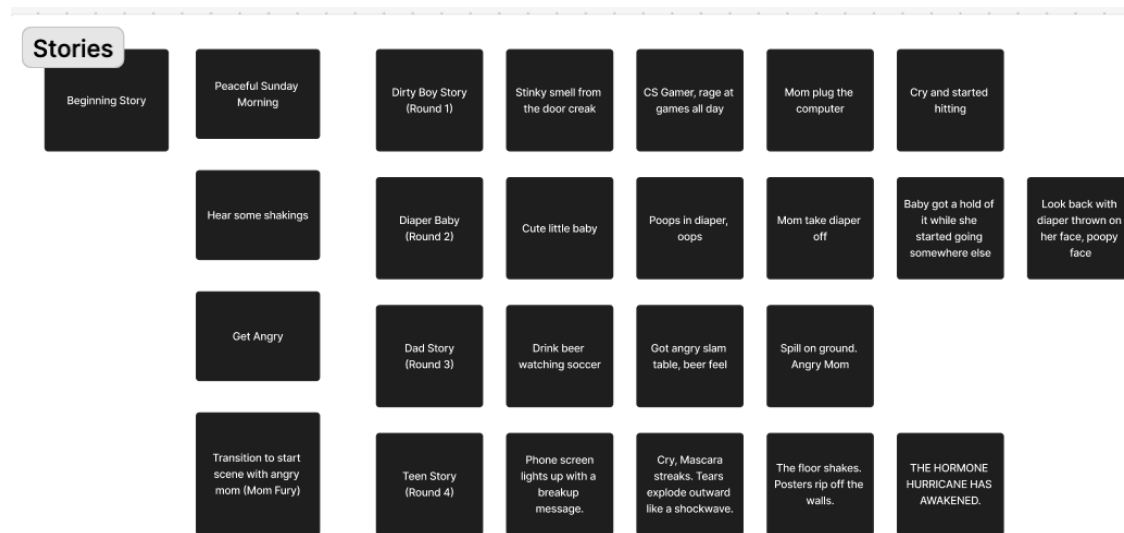
Then, we began implementing the core systems for the top down shooter. The foundational enemy class was created using inheritance, allowing all enemy types to share common behaviors such as movement, collision handling, and a basic HP system. This structure will make it easier to expand and customize enemy variants later.



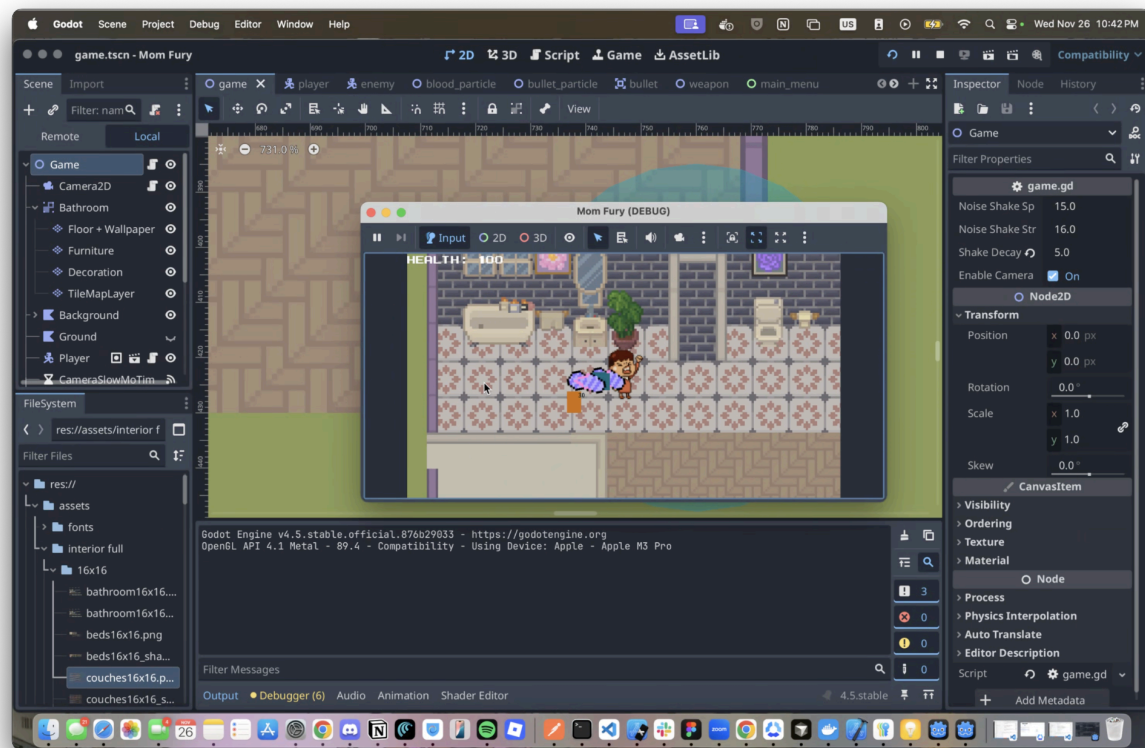
The player character “Mom” has been integrated with a working shooting mechanic. At this stage, she is intentionally invincible while we finalize her control scheme and gameplay mechanics in a later phase. Inspired by gungeon, Mom can move in all directions, shoot, and can even do a dodge roll. Base enemies move towards the player’s axis, if it’s a shooter, it’s directed towards the player.



Some sprites, concept arts, and prototype sketches were made as we began to slowly translate it into our game theme. We made the cut scene stories and plan to draw comic style cutscenes in between our game where each character has its own story. We also downloaded a free sprite kit, it's a home furniture starter pack by sierrasset. We're excited to build our map with them. <https://sierrassets.itch.io/pixel-art-furniture-pack> and cozy interior by shubibubi <https://shubibubi.itch.io/cozy-interior>



We



Progress Compared to Schedule

Based on our initial plan, the team is generally on schedule. For sprint 1, we think alignment is the most important and longest to take and we have gotten that out of the way. We also finished our core gameplay systems, and we have successfully implemented player movement, shooting mechanics, and basic enemy behavior using placeholder assets.

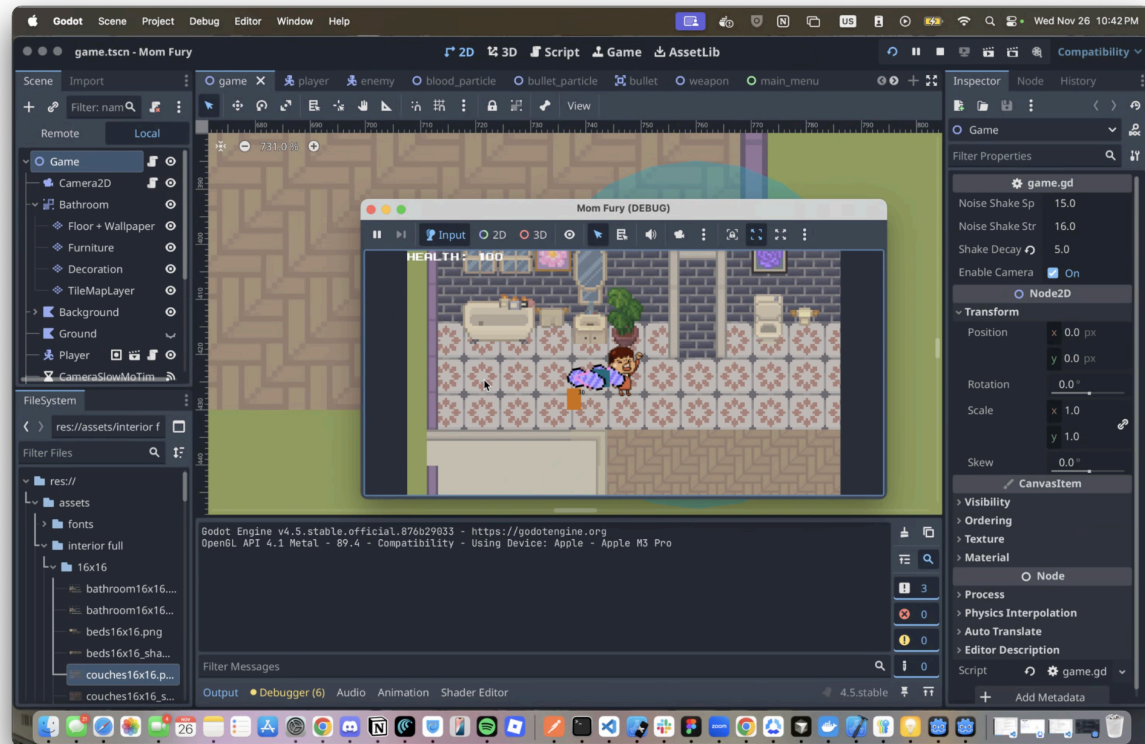
However, some Sprint 1 tasks, such as outlining and finalizing the story, planning attack variations, and beginning early UI or upgrade system work, are still pending and will need to be shifted into the next sprint. Since we prioritized getting the core mechanics stable before creating or integrating art, our Sprint 2 asset and animation work has not yet begun. Overall, while narrative and visual components are a bit behind the original timeline, the core gameplay progress has been good so far.

Status for Each Role

An Le - Game Logic & Visual Cohesion

I handled the base of the core gameplay interactions, including movement and enemy AI. I mapped out the general flow of the game and set up the stats for both enemies and players, which helped form the initial framework for the final game flow. I've also been building the logic for level design and story progression, which is still in development. My experience with sprites will be even more important next sprint as I help create and implement our art assets. At this stage, we realized that sprite takes an extremely long time to draw, so I will

help out where I can.



- i also drew one of the mob

I contributed to the base logic of the regular enemies, these are place holded with temporary pictures until Quynh is done with the rest of the sprite

Ben Lim - UI, Input, & Gameplay Testing

Ben contributed to refining the input handling for the player, ensuring the controls feel smooth and responsive during movement and shooting. Him and Kyle built out the player and enemy movement system. He has also been actively testing gameplay to iterate on usability and gameplay feel. For the next sprint, he will focus on implementing a gameplay HUD



system as well as the visual aspects of the story and gameplay(such as dialogue)



I added a Main Menu feature using a control node and vbox container. He also added the ability to pause the game, as well as a pause menu derivative of the main menu logic. Finally, I added a health indicator in the top left as well as adding the logic for players to take damage, die and for enemies to deal damage, as well as reworking the logic of the basic cockroach enemy.



Quynh Tran – Animation & Visuals / Narrative Design

Quynh's role in animation and narrative will be more active next sprint, once we have fully finalized our gameplay systems. Up until now, she has contributed concept ideas for character behavior and enemy personalities, helping shape the tone and visual direction of the game. She also helped with building the hit detection system, and built the animation logic for players and enemies to prepare for our implementation of finalised assets.

Kyle Carbonell – Movement/Physics & Game Feel

Kyle has been a key contributor in implementing movement and physics for the enemy characters. Most of the progress for this week came from building a very basic placeholder for the boss. He created the general movement and projectile functionality. This includes the boss following the player around and also randomly throwing a projectile (beer bottle) at the player and exploding into a poisonous floor after a set distance.



The photo shows a placeholder player and boss model to get the general feel of the 2 characters. The purple block is the placeholder for the poison we are creating. Since we have a general idea of the physics between the 2 characters and projectiles, we are now able to start implementing drawn designs to make the game look and feel better.

Evaluating Participants

All members of the team participated in completing this progress report. No team members were absent or inactive during the preparation of this report.

