

Steven Shi

Weekly Report Week 8

what were your concrete goals for the week?

- Add in the rest of the powerups
- Implement death

what goals were you able to accomplish?

- basic projectiles work, deal damage
- flamethrower implemented
- Flag can be stolen by player through touch
- Input management, can detect when buttons get pressed and held
- linked each movement power up with the proper element
- Projectiles and powerups all link to the same mana pool, which drains
- Player can die and respawn
- Player drops flag when respawn
- Server side timer
- A player can now win the game
- Got started on killfeed

**if the week went differently than you had planned, what were the reasons?
note that this happens regularly...I would prefer you to be aggressive in
what you want to try accomplish rather than limit yourself to goals you
know you'll easily achieve. so answering this question is more of a reflection
on the development process and the surprises you encounter, it's not at all
an evaluation.**

- I got a lot done on the gameplay side which I am happy with
- Other assignments kind of caught up, and also I went hiking with 125 people, so the weekend I didn't get much done for the game

what are your specific goals for the next week?

- Get the lobby system working

- Get the map designed
- Implement HP and Mana recovery particles
- Finalize UI with Jose
- Add some more game features, like blessings potentially, and the water level/moon phases
- Coordinate with others to get particles working
- Killfeed maybe?
- Get assets somehow
- test test test

what did you learn this week, if anything (and did you expect to learn it)?

- Infrastructure can **really** take a decent more amount of work than actual implementation
- It is worth investing time in building proper boilerplate and infrastructure, since that makes everything else a lot easier
- Burnout is a thing that exists

what is your individual morale (which might be different from the overall group morale)?

