Alpha Release

Beastmaker
Evolution

Group 6
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We just state here, what has changed, regarding to our Interim Report.

Implemented

Tutorial Mode

We have added a tutorial mode, as was suggested by several people in the course.
The tutorial mode consists of several easy levels showing step by step how to play this game.
We also added some simple fights against "AI"s for the player to understand the game better.
In the tutorial mode one will learn the commands, the basic combo possibilities and additional also the standard game rules, about being three steps ahead.

General Visuals

We have updated our visuals to make the game better.
We have updated our background and the floor the players are standing on.
Note this is still some temporary art, but it helps to get a better feeling of the game.
We also changed the lightning in order to get a better feel of the game.
We have now also added our character models, instead of the plain characters we had before.

Animations

We have currently added the first animations into the game.
The first animations consists of the idle state and additional three attacks.
We have still the placeholder graphics in place to make it easier to understand, what is happening.

System Changes

We made several changes to our internal game logic.
We added a queue system making it easier to make different game modes.
Additional we also implemented an easy way to implement different UIs
as well as different controller schemes.
Also we changed our damage handling, such that we can now add passive effects
from cards, changing damage properties as well as defense and blocking properties.

Card Design

We made some designs for the printed cards.
We intend to let them be printed by a printing shop like real cards.
At the moment we have them only printed on thick paper.
We also changed some small details on the card gameplay.

One important aspect, when making the card design was making it easy to comprehend, what card one has in the hand. For this we implemented colour codes for the different cardtypes. Additional we have added small symbols for the most important properties.
We have also made it in such a way, that one can see the most important properties of the card even when holding them in the hand over each other.

Sound

We have yet to add some basic sound effects, but we have added some placeholder music. This may not be the final music, but it still helps to let the game get a better feeling.
We think choosing a fitting correct music is important, that is why we have not yet the final music, but in order to improve the gameplay experience we still added some music, because even if the music is not fitting, it is still way better, than having no music at all!

What made some problems

Not everything went smoothly, which is somehow normal. Overall we think we can solve the problems we have in short time, but it isn't completely finished yet.

Image recognition

We played a little bit with one library for image recognition.
We think we could make this version running, but the problem is, the library does not work on pc.
This why we have chosen a different library now, since we want to be the PC (with controllers) to be our target hardware.

Animations

Making all the animations take some time, we have most of them done in some way, but they are not fully finished, so we have not added them to our game yet.
It is important to know the exact positions of the animations in order to make the correct placement and changing the timing, therefore we will add them, when they are final.

Evolution phase

Even though we have added the possibilities to add other attacks and even passives, we have not implemented an interface to add them to your character yet.
The problem here is not, that we do not have the ideas for the different attacks.
We have working attacks since our paper prototype and also have some simple passives, but we could not fully make our minds about how we should chose from them. Especially when playing the game with cards.Since even if we say, that you can just play the cards you have, we want to have some visual representation about what your creature is able to do!

For this reason we need anyway a kind of easy to use interface to add characteristics to your character.