

LOFT Final Report

What has been done?

From the period of time between submitting our interim report and now, we have met our goal of creating a short demo, which includes all of the main mechanics planned for the game.

In the demo, the following items are implemented:

- Intro Screen
 - Animated intro sequence
 - Main menu screen
- Main Room (Loft)
 - Interactive sprites of objects around the room
 - Door object that, upon clicking, leads to the dialogue event
- Character Dialogue
 - Branching dialogue with one of the main characters (Babinsky)
- Bullet-hell Arena Room (Canvas)
 - Player Mechanics
 - WASD to move in different directions in a top-down plane
 - Left-mouse click to shoot one of four types of ammo
 - Red: 100 ammo
 - Blue: 50 ammo
 - Purple: 1 ammo, recursive-clustering bomb that, upon detonation, shoots another spread of 6 bombs, which then turns into a spread of 8 bullets
 - Yellow: 1000 ammo
 - Space to draw walls of one of four colors (red, blue, purple, yellow)
 - Health and UI
 - On-hit invulnerability shield
 - Paint bucket pick up to refill a type of ammo
 - These are randomly dropped by enemies upon death and refill the entire pool of a single type of ammo
 - Two different types of enemies
 - Teddy Bear with four variants (Red, Blue, Yellow, Purple)
 - Cat Face
 - Waves and Levels

- For this demo, we implemented the entirety of the first level, which consists of two waves
 - Loss Screen
- All sprites and assets used are original, drawn by team member Jacques Manjarrez

What still needs to be done?

As of the end of April 2021, much of the work for the project has gone into learning the GameMaker software and making barebones/prototype versions of each gameplay element. These elements include: menu screens, introductory cutscenes, animated transitions, dialogue with interactive decision-making options, progression of in-game time, and a combat system with WASD/mouse controls, an animated HUD, differentiated levels with “waves”, win/loss conditions, and special moves. We succeeded for the most part in implementing basic versions of all of these game elements, but a completed version of the project would feature much more advanced/developed forms of each, along with a more directed gameplay focus and fleshed-out narrative.

What are current obstacles to progress?

Nothing in particular is presenting itself as a roadblock in the process, but work is slow in general due to school commitments (Jacques and Sam are graduating soon, and Eric has an earlier finals season). With only a three person team, and especially as newcomers to all elements of the process, progress is slow (but thankfully, relatively steady).

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Project Impact

Was any part of this project new or unprecedented? If so, how?

Our project was an indie game designed from the ground-up by amateur game developers of different backgrounds across the country. Although we would hesitate before calling this unprecedented, the amount of communication between all parties at any time during

development such a project demanded was new for us. The tasks decided between us, there were plenty of instances where each of us would blindly contribute an aspect of the project to another member, trusting that they will apply it correctly. In such cases, the value of conceiving a creative endeavor in a shared space became all the more apparent. What was essential was ensuring that all parties involved had a shared vision for what the final product of the project would be. Finding the most effective means to share the common image was a long and arduous process with much trial and error. Eventually, we managed to come up with a system by which we could effectively communicate with each other and develop our collective vision.