# First Playable: Tien len (13)

- **Team 13:**
- Adrian Garcia
- Daniel Maxson
- Nicholas Campbell

# So what does it do?

- For now, you can:
  - Walk around an empty base game world (Adrian & Daniel)
  - See the powerup gambling mechanism in action (Nicholas)
  - See the AI Play against itself (Adrian)
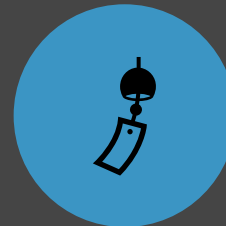
DEMO TIME

# What is still missing

**PUZZLES – AT LEAST ONE INTERACTION REQUIRED TO PROGRESS**

**SMART INTERACTIVITY BETWEEN SCENES (SUCH AS GOING INTO A SHOP FOR POWERUPS)**

**ABILITY TO PARTICIPATE IN THE GAME OF CARDS**

**POWERUPS – AT LEAST 2**

**FULL LEVEL DESIGN**

# Past Challenges

**Perforce Smells**

**Coroutines were difficult to master**

**Perforce Sucks**

**Setting up the tile textures based on our original plan was difficult**

**Perforce is Garbage**

# Future Challenges

Dealing with triggers in the game world (Daniel)

Implementing the powerups in the card game (Adrian)

Changing states in the game across scenes (All)

Building the UI (Nicholas)

# Data Driven Section

- Randomness of card distribution weighed by player actions

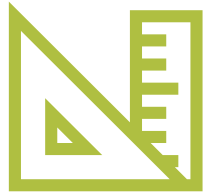- Character Controller is modifiable openly

- Possibly: Add level file parser

# Next Steps

**Adrian:**

Finish Card game interactivity

Implement Powerups

**Nicholas:**

Design Powerups

Build UI

**Daniel:**

Design Level

Design Puzzles

Build both

# Thanks for your attention!

- Perforce is the worst!

- Git4Life!