

Factory Royale delivery report:

-Bruno Felix:

-Game:

Server connection (aka the php files): 100%;

Unity server connection (the web requests and functions within): 90%;

Database (structure, replanning and creation): 70%;

Journalist (server and database connection): 100%;

UI (main menu, game menus, sabotage menus): 85%;

Sabotage pause and unpause: 100%;

Minimap: 100%;

Main Menu UI: 50%;

Trailer: 50%;

Player upgrades: 70%.

-App:

App server connection: 100%.

-Paperwork:

Instructions: 100%;

Delivery report: 100%.

-Pedro Salgado:

-Game:

Sabotage levels (UI, level design, win and lose conditions): 100%;

Database (structure, replanning and creation): 30%;

Upgrade screen remake: 100%;

Bot behaviour(how bots behave within the game): 100%;

Player upgrades: 30%;

Sabotage Bug fixing: 40%;

Guards asset creation: 100%.

-Paperwork:

GDD: 100%;

Production report: 100%;

Spec Sheet: 100%.

-Sergio Carvalho:

-Game:

Journalist (scene, assets, buttons, connections): 100%;

Guards behaviour: 100%;

Journalist behaviour: 100%;

Bug fixing: 100%;

Main Menu UI: 50%;

Sound effects: 100%;

Trailer: 50%;

Sabotage Bug fixing: 60%;

Houses spawn areas: 100%.

-App:

Newspaper UI remake (that got deleted due to the computer problem):
100%;

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