

## Major Production team log



### Instructions

- Production log to be updated each week of Major Project (14 weeks).
- All work deliverables must be agreed upon by the team as a whole. This is to highlight individual contributions and to ensure each team member is accountable for their deliverables throughout production.
- Completed work/deliverables to be sighted and approved by your production manager (trainer) weekly.
- Use the production log to record the feedback you receive from your production manager and others each week during your stand-ups and your response to it.

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- Week 2: 17 – 19 August
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- Week 9: 12 – 14 October
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- Week 11: 26 - 28 October
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- Week 13: 9 – 11 November
- Week 14: 16 – 17 November

## Week 1

Date: 10 – 11 August

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Greybox level 3, GDD, HacknPlan	
Richard Delamore	Character Controller, Silhouette System, giving base objects different tier values (accurate)	giving base objects different tier values (accurate)
Tiana Knobloch	Character high poly +low poly, Guudo character rig	
Daniel Iaria	Research, and applying jelly physics to character model.	Jelly physics to character model
Joshua Freeman	Greyboxing/ set dressed all complete, foliage, pirate ship	pirate ship set dressed
Nathaniel Dixon	General Assets building (lights stand, camera dolly, camera, boom mic)	Camera, boom mic, camera dolly

1. Were all deliverables completed for the week?

☐ Yes

☒ No

2. If not, how will the team compensate for this moving forward?

The team will be working on the project on off days to complete incomplete deliverables.

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
11/08/20	Myles Blasonato	Level Design + Physics	Experiment with grow and shrink and learn to play around in the environment. Could spark ideas for level design. Could make physics look like they're present but they're not, simply make an illusion.
10/08/20	Jesse J Donlevy	Grass is too tall.	It obscures the player. Get good.
10/08/20	Jesse J Donlevy	Pink eyes are creepy	Family friendly? Reevaluate.

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## Week 2

Date: 17 – 19 August

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Finding suitable audio and testing, level design expanding or shrinking levels 1 &2	Audio + Level 2 Design
Richard Delamore	Shrink and Grow <a href="#">Inventory</a>	
Tiana Knobloch	Finish binding Guudo, Finish Idle, Walking, Picking Up EXTRA: Jump Animation <a href="#">Sprinting</a>	
Daniel Iaria	Particle Goo done, 3 Assets to be modelled, TV, Hanging lights and Scaffolds	Hanging lights and Scaffolds
Joshua Freeman	Greyboxing/ Setdressing Levels 1 & 2	Set dressing Levels 1 & 2
Nathaniel Dixon	Art Bible, 3 Modelling Assets	

1. Were all deliverables completed for the week?

☐ Yes

☒ No

2. If not, how will the team compensate for this moving forward?

Working after in-class during own time.

3.

Date	Who gave feedback	Feedback received	Implementation and reasoning
17/08/20	Jesse Donlevy	Balance of big and small environments	Make various grey boxes experimenting themes
17/08/50	Jesse Donlevy	Material needs to look less electric more gooey, you want to try and make the front look solid where as the back should be more translucent	Modify Guudo head and test for results
18/07/20	Jesse Donlevy	Highlight Material to see through walls	Test highlight materials on objects/ pathways
18/07/20	Jesse Donlevy	Make the sprinting animation have more character to it.	Sprints made for both small Guudo and normal Guudo have more bounce and stronger poses, defining his character more.
18/07/20	Saban Bevan	For the walking animation, have his feet have more contact with the ground	Move Guudos collision closer to feet

## Week 3

Date: 24 – 25 August

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Level Design 3 + Audio + Main Menu layout	Level 3 Design, Audio, Main Menu
Richard Delamore	Switches + Customisation scene <a href="#">Camera Fade, Inventory System</a>	Customisation Scene 80% done
Tiana Knobloch	Opening cinematic first pass <a href="#">Main Menu, Basic UI, Reorganised asset list</a>	
Daniel Iaria	Boat modelled, Hanging lights and Scaffolds	Boat 80% done
Joshua Freeman	Set Dressing Levels 2+3	Set Dressing LVL 3
Nathaniel Dixon	Assets modelled [Folding table, food table, work chair, 2 mini buildings, sandwich]	Incomplete, until proven otherwise.

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☒ No

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Working on the project in our off time.

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
24/08/20	Jesse Donlevy	Straight puzzles with dead-ends are godlike	Change maze layout to test difficulty difference
24/08/20	Jesse Donlevy	Running into dead-ends can help the design element of mazes	^
25/08/20	Mika Tokutake	Fix landmarks, too scattered	Make landmarks different colours/ different shapes
25/08/20	Daniel Iaria	Fix topography in Z-Brush, much more effective	Use Z-brush in future.
25/08/20	Jesse Donlevy	Trees need to be wider to be platformed on	Re-evaluate platforming on trees to fit best experience

## Week 4

Date: 31 August – 2 September

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Ship Puzzle Finished, Space area finished, Guudo Audio refined Footsteps sound effects Slapping noise	
Richard Delamore	Customisation Screen <ul style="list-style-type: none"> <li>RNG calculation</li> <li>Instance</li> <li>Inventory system</li> <li>UI + Animated Transition to Scoring screen</li> <li>Character system</li> <li>Scoring</li> </ul>	
Tiana Knobloch	1 <sup>st</sup> Pass Menu, 1 <sup>st</sup> Pass Guudo UI, Credits, Render Process Opening Scene 1 <sup>st</sup> Pass Loading Screen Idle Dance Animation	Render Process Opening Scene

Daniel Iaria	Boat, cannon, pistol, rifle, Guudo footprints Steps sound effect line up Chain shot cannon ball Cannon ball	Pistol, rifle
Joshua Freeman	Finalise set dressing Space and Ship sets Reworked UVs	Ship sets
Nathaniel Dixon	Asset optimisation 2 built models	

1. Were all deliverables completed for the week?

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☒ No

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Working on project during off days

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
1/09/20	Jesse Donlevy	Music made doesn't fit style of the game. Consider looking into a composer	Asking a professional to make a custom track. Self-made music isn't as showcase worthy.
02/09/20	Jesse Donlevy	Make a hologram texture inside a goo texture inside a hologram and make it dance	
02/09/20	Mika and Xavier	Tweak the animations for the Idle animation and Dance animation so it loops more smoothly	Edited animation graph editor so the animations loop more nicely.

## Week 5

Date: 7 – 8 September

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Implementing objective in gameplay, playable demo for playtesting, fix platforming <a href="#">Opening Audio, UI Audio</a>	
Richard Delamore	Scoring System <a href="#">Bugs Fixed</a> <a href="#">Implemented Shake Component:</a> <a href="#">Camera Shake when Big</a> <a href="#">Character Controller refinement</a> <a href="#">Deployment bug fixed</a> <a href="#">Added new Door Features</a>	
Tiana Knobloch	Refining Nathaniel assets, opening cinematic (4 panels) <ul style="list-style-type: none"> <li><a href="#">Baguette, Lilypad, Alien Head Mesh, Log + High poly</a></li> <li><a href="#">Reorganised Asset List</a></li> <li><a href="#">Pickup animation implemented and working in engine</a></li> <li><a href="#">Started kraken tentacle asset</a></li> </ul>	

Created Aug 19

[https://myaie.sharepoint.com/sites/msteams\\_e3eca7-team5/shared documents/team5/.major production/important assessment documents/omni\\_major\\_production\\_log\\_week12.docx](https://myaie.sharepoint.com/sites/msteams_e3eca7-team5/shared%20documents/team5/.major%20production/important%20assessment%20documents/omni_major_production_log_week12.docx)

Daniel Iaria	Dirt material, Fixing UFO, optimising assets Ship fixed according to feedback, Cannons finalised Scan Visual Effect made	
Joshua Freeman	Maze Modelled, Foliage pipelines – Z-Brush pass Opening Audio	Maze Modelled

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Working during off-days

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
07/09	Myles Blasonato	Grow and Shrink, look at the mesh when you get bigger it almost folds on itself in a tight space when you try to grow, once you exit it pops to the size you intended it to be.	Looking at time constraint will be important, testing if the base material flies out of control will be needing to be tested before implementing changes.
08/09	Jesse Donlevy	Voice Actors, you almost need another 2 actors to fit the void space other than the director.	Reviewing how the existing voices are in game will determine if more are necessary, however time is tight and will need to be assessed quickly
08/09	Jesse Donlevy	Enjoyed Commander reference to Kronk- Emperors New Gronk	

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## Week 6

Date: 14 – 16 September

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Finalising Sound, Making sure areas have an objective Documentation	Documentation, Making sure areas have an objective
Richard Delamore	Shake list – Environmental interaction Documentation <ul style="list-style-type: none"> <li>- Sound Components added</li> <li>- Bug Fixing</li> <li>- Jump pad that follows spline</li> <li>- Backend of scanning system</li> </ul>	Documentation
Tiana Knobloch	Art Bible, Kraken Tentacle, Customisable Body <ul style="list-style-type: none"> <li>• Pickup Silhouette UI</li> <li>• Customisation Skeleton updated, finished body pick ups added to skeleton</li> <li>• Modelled Coconut, Boom Mic</li> </ul>	
Daniel Iaria	Caribbean Models; Lantern, table, map, scrolls, candles <ul style="list-style-type: none"> <li>- Barrel</li> <li>- Keg</li> </ul>	Lantern, table, candles

	<ul style="list-style-type: none"> <li>- Camera</li> <li>- Pirate Leg</li> <li>- Scanning system</li> </ul>	
Joshua Freeman	<p>Maze finalised, high poly all assets (pipeline), all foliage done</p> <ul style="list-style-type: none"> <li>- Vines stack</li> <li>- Crystal stack</li> </ul>	high poly all assets (pipeline), all foliage done

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Working during off-days

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
16/09/20	Myles Blasonato	Cannon Collision is weird, loves the shake feature when you grow, its weird having the smaller size not being the fastest, needing cameras that render the character.	Implementing better collisions because accurate collision with character to object is important in a physics-based space. Including a new camera is important to make sure it doesn't look subpar.

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## Week 7

Date: 21 – 22 September

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Recording Video Gameplay, Grow and Shrink Elements + Physics attached to objects, GDD completed, starting and ending condition implemented and finalised for first pass	
Richard Delamore	Documentation, Bug Testing	
Tiana Knobloch	Whatever pickups are needed, silhouettes done	
Daniel Iaria	Alien gun, Robot leg, chair, collisions refined	
Joshua Freeman	9 models, leaf & ferns, vines	

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☐ No

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Date	Who gave feedback	Feedback received	Implementation and reasoning

## Week 8

Date: 6 – 7 October

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Test Plan created, implement new puzzles [Tutorial] and new hub area.	
Richard Delamore	Hub Area – Centralisation point Bug Fixing	Hub Area – Centralisation point
Tiana Knobloch	Set dressing Hub area, Mini Set Level, Finish models (Hub door, Hub walls, Hub Desk, hub pillars, fixed generals) Tutorial set dressed	Mini Set Level
Daniel Iaria	Updating Atlas, optimising water texture, Optimised scene rendering, buoyancy research	Updating Atlas
Joshua Freeman	Setup procedurals and testing in-game performance	

1. Were all deliverables completed for the week?

☐ Yes

☒ No

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Work on off-days

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
7/10	Gabby Fricott	Different sized objects for different sizes	
7/10	Myles Blasonato	Item collected, Physical UI to showcase what has been collected, platforming to have a similar feel of flat, with a texture/ highlight to differentiate platform layers	Changing the collection highlight

## Week 9

Date: 12 – 14 October

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Play Test 2 – Test Plan, Implementing all puzzles for levels and finalising layout <a href="#">Production Planning Documentation</a>	
Richard Delamore	Redesign of collection, level completion, silhouette system <a href="#">Health System, Pickup UI Tips , Rotation to customisation system, fix numerous bugs</a>	
Tiana Knobloch	Texturing, Modelling, UI <a href="#">Cutscene Shorts</a> <a href="#">Relic, rock modelled</a> <a href="#">Health UI</a> <a href="#">Tutorial platforming fixed</a>	General UI stuff All left-over models
Daniel Iaria	Water shader fix, Texture UFO, Alien gun, Robo leg, Set UFO, <a href="#">Buoyancy</a>	
Joshua Freeman	Finishing Jungle level, Collision on tree, texturing jungle levels, collision on tower.	

1. Were all deliverables completed for the week?

☐ Yes

☒ No

2. If not, how will the team compensate for this moving forward?

We finish in our off time

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
14/10	Paco Casares	Lighting/ Models to better lead the player to where they need to go. Uncharted, and Last of Us are great examples	Giving player direction is important in platformers
14/10	Myles Blasonato	Air Control + Rebinding Shrink and grow to be more instantaneous	The best player experience is always recommended

## Week 10

Date: 19 – 20 October

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Update GDD, implementing background audio, level layout finalised	
Richard Delamore	Finding bugs and solving + recording them, Updating TDD	
Tiana Knobloch	Jungle Level & Caribbean Level set dressed	
Daniel Iaria	Texturing [Caribbean Assets excluding the ship], distance field fix on SM objects Water post processing added	Half texture missing, distance field fix on SM objects
Joshua Freeman	Trees modelled, leaves collision implemented	

1. Were all deliverables completed for the week?

☐ Yes

☒ No

2. If not, how will the team compensate for this moving forward?

Will work on off days.

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
19/10	Jesse Donlevy	The main asset should be prioritised over smaller assets, so the team can move forward	Processing to keep production time efficient
19/10	Jesse Donlevy	Don't have 30 pages worth of level design images collage it	Implemented to keep processes tidy

## Week 11

Date: 26 – 28 October

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Teaching the player – Tutorial Gameplay section refined Update GDD, Create final test plan. <a href="#">Fixed and Found Bugs</a>	Tutorial Gameplay section refined
Richard Delamore	Level Select – Dev options, Audio on item pickup, Hue change on pickup, Adding collision boxes to stairs	Adding collision boxes to stairs
Tiana Knobloch	UI- Hint UI, Menu UI, Finish all pipeline <a href="#">Main Menu, Credits, Customisation Screen</a> <a href="#">composition fixed</a> <a href="#">Opening cinematic compiled</a>	Finish all pipeline
Daniel Iaria	Hi-poly + Ship Texturing, texturing remaining assets on pipeline <a href="#">Water post-processing</a> <a href="#">Distance field fixed in Caribbean</a> <a href="#">Pirate Ship Blueprint made</a>	Fan Texture
Joshua Freeman	Rock Slide, Pressure Pad Destructible, finalise assets	

	<p>Lighting in Space Level finished (Awaiting feedback)</p> <p>Pickups finished</p> <p>Foliage fixed in Jungle</p>	
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☐ Yes

☒ No

2. If not, how will the team compensate for this moving forward?

Working on off days.

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning
28/10/20	Myles Blasonato	Health System + Feedback System for health lost	So, the player can notice when they lose health its better player experience.
28/10/20	Jesse Donlevy	Assets shouldn't be floating; customisation items should be scaled down and moved back so Guudo's head can still be seen	Meeting contextual sense and polishing necessities.

## Week 12

Date: 2 – 3 November

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer	Documentation Refined: (GDD, Test Plan Doc refine, fix Art Bible, Refine TDD, Refine Bug Tracking Documentation) Health System Balance + water vs health, Fixing Platform Scale, Screenshots for level select, conclusion	
Richard Delamore	TDD Beta finalisation, Particle FX emitter on pickup, rotating coconut New Camera Hint System Built Path Hint System Built Redone Pause and Customisation Screen so Scale is Optimised correctly Fixed Bugs Redone the bounce pad	

Tiana Knobloch	<p>Pickups on SK+ Silhouette, customisation cubes replace with bp, inventory UI, implement pickups</p> <p>Caribbean Lighting</p> <p>Added Sparkle particles to all pickups</p> <p>Replaced SM fans with animated fans</p> <p>Added interact hint images</p> <p>Death Animation added</p>	
Daniel Iaria	<p>Fan texture, polish textures, water- fake buoyancy</p> <p>Added Scan post process, added delay</p> <p>Fire particles added</p> <p>Wind particles added</p> <p>Sparkle particles added</p> <p>Ember particles added</p> <p>Bubble particles added</p> <p>Fan Animation added</p> <p>Fan Blueprint added</p>	
Joshua Freeman	<p>Lighting for all levels, round table textured, director chair textured, floor for space level</p> <p>Textured long walls in Caribbean</p> <p>Re-Model and Re-Texture Pantheon</p> <p>Optimised Lighting</p>	

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☐ No

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Date	Who gave feedback	Feedback received	Implementation and reasoning
03/11/20	Jesse Donlevy	Documentation fixes are needed to make sure it looks good.	Implemented fixes to make the document professional and ellible

## Week 13

Date: 9 – 11 November

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer		
Richard Delamore		
Tiana Knobloch		
Daniel Iaria		
Joshua Freeman		

1. Were all deliverables completed for the week?

☐ Yes

☐ No

2. If not, how will the team compensate for this moving forward?

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning

## Week 14

Date: 16 – 17 November

Team member	Deliverables / contribution planned for week	Incomplete deliverables
Mitchell Sayer		
Richard Delamore		
Tiana Knobloch		
Daniel Iaria		
Joshua Freeman		

1. Were all deliverables completed for the week?

☐ Yes

☐ No

2. If not, how will the team compensate for this moving forward?

3. Log the feedback your team received this week. Include dates, who gave it, what the feedback was. Discuss how you implemented it. If you decided not to implement any feedback advise why not.

Date	Who gave feedback	Feedback received	Implementation and reasoning