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| Close-up of semiconductor elements  template13_science_report.jpg | Escape from the Media  Participation  GBC7  Keyline divider beneath title  picture  Ryn Ellis  Jed Galloway  Ryan Guglielmello  Soyoung Kim  Nogn Khanh Ma  Jimmy Vargas  **Game Prod II**  Spring 2018  Filip Krstevski  May 21st 2018 |

# Weekly Status Updates

## Accomplishments

Since the beginning of this semester, we have accomplished:

* New group name
* Brainstorming for new game idea
* Brainstorming for new game requirements
* Writing the new game requirements
* Brainstorming for new game plan
* Writing new game plan
* Establishing levels and tasks for group members
* Establishing new communication application to help with communication issues
* Located image assets for game
* Located some sound assets for game
* Wrote first playable game
* Compiled the code together to make game runnable
* Addressed an issue between two group members, where one group member took another group member’s level and did it as his own
* Wrote Reports (Project Review, Critical Stage Analysis, Game Plan, Game Requirements, Weekly Status Updates, and Participation)

## Roadblocks

* Communication issues
* Locating assets
* Syntax issues
* Remembering to credit assets

# Weekly Standup Meetings

## What did you do last week?

* Brainstorming for new game idea
* Brainstorming for new game requirements
* Writing the new game requirements
* Brainstorming for new game plan
* Writing new game plan
* Establishing levels and tasks for group members
* Establishing new communication application to help with communication issues
* Located image assets for game
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* Wrote first playable game
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* Addressed an issue between two group members, where one group member took another group member’s level and did it as his own
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## What will you do this week?

* Locate image assets needed for next steps in levels
* Locate more sound assets
* Expand on game dialogs
* Start working on the code for boundaries (to prevent running into objects)
* Correct any bugs as we find them
* Comment existing code

## Are there any blocking issues in your way?

* Communication issues, which are being addressed.
* Locating assets, which is being addressed.

# Team Website

## Bitrix

## [gbc7.bitrix24.com](http://gbc7.bitrix24.com)

## Tasks

* Tasks have not been assigned on Bitrix as of yet due to technical issues, but will be updated and assigned this week providing site issues are resolved.

## Documents

* Documents have been uploaded to Bitrix/GitHub for group members to view.

## Calendar

* Calendar is in the process of being filled out completely. The month of May has been completed for due dates and meetings. Tasks will be added to the calendar this week.

## Company

* All members of the team have successfully signed up for Bitrix and assigned to their division except for one teammate who has failed to reach out and make contact with the group. As a team we will view tutorials on how to use Bitrix as none of the members of the team have used Bitrix before.

## GitHub

## [github.com/GBC7/GameProd2](http://github.com/GBC7/GameProd2)

## Commits

* Team members are committing their files into the appropriate folders within the scheduled timeframe.

# Class Participation

* Team members arrive for class prepared.
* Team members present during Standup Meetings in class with Filip.
* Team members present for out of class meetings, unless previous notice given as to why they aren’t able to make it (previous appointment, work, or illness).
* Some team members are slow to reply when asked to do a task.
  + However, no team member argues or objects to tasks given.
* Issues arose in the team where one team member took another team member’s level without approval of the Team Lead or the Technical Lead. This caused a level to be hastily completed on the last day of submission in order for it to be incorporated into the first playable.