**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 2**
* **1/24/2022**
* **By Gryphon McLaughlin**

# Game Summary:

* **Unosu**
* **Play as a little robot in this 2D Puzzle Platformer where you can only press each key once.**

# Team Roster:

**Gryphon McLaughlin**

**Game Co-Director**

**Tyler Dean**

**Game Co-Director**

# Project Summary:

## Next Milestone:

* + Beta (1/26/22)

## Project Status

* + Green

## Accomplishments:

* Gryphon:
  + Movement Code
    - Mostly finished, some tweaking required
  + Key Lockout Code
    - Finished, tweaking may be required as problems arise
  + Level Design
    - 2 Proof of Concept Levels Completed
    - Existing Levels are for late game, not tutorial
    - A screenshot of a computer

      Description automatically generated with medium confidenceChart

      Description automatically generatedStill need to create tutorial levels
* Tyler:
  + Level Load Functions
    - Created a script to reload the same level or load the next level.
    - Finished, tweaking may be required to fix bugs. However, these bugs are mostly external to this system.
  + Moving Platforms
    - Platforms move between two points.
    - Finished, tweaking may be required as problems arise
  + Key Refreshes
    - Allow the player to use a key again
    - Finished, tweaking may be required as problems arise
  + Trampolines
    - Boost the player up a certain amount
    - Finished, tweaking may be required as problems arise
  + Player Killer
    - Resets the level when the player collides
    - Finished, Finished, tweaking may be required to fix bugs. However, these bugs are mostly external to this system.
  + Key Display
    - Displays which keys the player has available to them.
    - Finished, adjustments may be required as problems arise
  + Main Menu
    - Scene to start the game
    - Mostly finished, some adjustments required

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**Additional Accomplishments:**

* Gryphon
  + Key Refreshes
    - On Play, Change the color of the object based on the type of refresh
  + Level Loader
    - Player was escaping the level prefab when leaving a moving platform
    - Searches for a player when the level is reloaded
    - Added a function to the key display so that the new player is tracked correctly
* Tyler
  + Art
    - Came up with style concept
    - Creating Art Assets

## Next Week’s Objectives:

* Gryphon
  + Tutorial and Official Levels
  + Bug Fixing
  + Reprogrammable Key Binds (if time)
  + Implement Tilemaps into levels?
* Tyler
  + Create/Find Art Assets
  + Implement Art Assets?
  + Animations?
* Unassigned
  + Create/Find Sound Assets
  + Implement Sound Assets

## Highlights:

* We are ahead of schedule and the game is feeling nice. The mechanics are working well for the most part, outside of some specific cases. The level design also doesn’t feel too difficult as there are plenty of tools available. We have a strong concept for Art design and the art assets are coming together well.

## Risks & Mitigations:

* Despite being ahead of schedule, we do still have some time worries as art and sound have been put on the back burner. However, we are taking steps to simplify the design in order to finish the art without too much stress.

## Signatures:

Gryphon McLaughlin