

	Ron	Ivan	Kelvin	Anin	Albert	Altaf
Week 7	Assignment 2 work allocation	Assignment 2 work allocation	Assignment 2 work allocation	Assignment 2 work allocation	Assignment 2 work allocation	Assignment 2 work allocation
Week 8	Ron oversaw world building concepts, enemy design, and background stories for them. Anin and Ron worked on the script with two different Ideas, but the group chose to go with Ron's story Idea. Hence, Became Lead Story Writer and Lead Concept art Designer as main roles. Hence, becoming the first member of the game dev team.	As Ron made the story, world, and character visions. Ivan's job was to bring the designs and convert them into 2D pixel art. Hence, becoming the lead pixel Art Designer. This began with converting the protagonist into 2d pixel art to ".png" files and animations for later demo assets. Hence, becoming the second member of the game dev team.	Kelvin began researching on how to use game makers toolkit properly with Anin. Most of the time and effort was done to investigate this matter. This did not give Kelvin a definitive role yet.	Anin helped to work on his initial script draft as well as additional research into game makers toolkit. At this stage, Anin did not have a definitive role.	Albert had general Discussion of Ron, Ivan, Kelvin and Anins key ideas bought up during the meeting for the game script. At this stage, Albert did not have a definitive role.	Altaf mainly worked on researching skills and jobs. He was the first of three people to be definitively in the report team.
Week 9	Produced concept art designs for the 'Mine Rat' enemy & 'Worm Boss'. Produced concept art designs for all level 1 weapons (including Pickaxe, Extendable Drill & Futuristic Rifle)	Created GitHub Repository. Designed, Illustrated in-game 8bit Character Sprite model for game protagonist 'IRIS'. Designed and produced idle and running animations for game protagonist 'IRIS'.	Began working on structural framework of the game prototype.	Began working with team on the 'Project Description' of the report tasked with completing the 'Scopes & Limitations' sub-section. Also began working on the updated 'Team Profile' and 'Group Processes' sub-sections of the 'Team Profile' section.	Created and formatted the initial report template and structure. Began writing the 'Risks' sub-section under 'Project Description'.	Began working on the 'Skills & Jobs' section of the report.

Week 10	<p>Wrote the story/lore in- for Level 1 and all its respective acts.</p> <p>Produced concept art designs for the 'Mine Bat' enemy.</p>	<p>Designed, Illustrated in-game 8bit Character Sprite model for game enemies 'Mine Rat' & 'Mine Bat' based off concept designs.</p> <p>Designed and produced idle and running animations for game enemies 'Mine Rat' & 'Mine Bat'.</p>	<p>Began adding masks and visual elements to the game prototype.</p>	<p>Tasked with completing the 'Aims' sub-section.</p> <p>Also undertook completing the 'Tools & Technologies' section.</p> <p>By this point cementing myself as a part of the 'Report Writing Team'</p>	<p>Tasked with writing the 'Career Plans' sub-section of the 'Team Profile' and aided in all other sub-sections of the section (eg. Group Processes).</p>	<p>Tasked and completed 'Testing' sub0-section of 'Project Description'.</p> <p>Continued working on 'Skills and Jobs' section.</p>
Week 11	<p>Wrote the story/lore for remaining 5 levels.</p> <p>Produced concept art for 'Mine Level' level design.</p> <p>Illustrated concept-art for Level 1 cutscene (Rust Zone entrance)</p>	<p>Created and designed Website template for group.</p> <p>Designed and illustrated in-game 8-bit Weapons (including Pickaxe, Extendable Drill, Futuristic Rifle) based off concept designs.</p> <p>Illustrated concept-art for Level 1 cutscene (Worm Boss)</p> <p>Designed and illustrated in-game 8-bit level textures and walls based off concept art.</p>	<p>Added the fundamental game mechanics (e.g. Weapons, shooting, enemy movement, respawn).</p>	<p>Created and designed one background music track for the game.</p> <p>Additionally began to accumulate and move all written content of the team into the Final Report Template created by Albert.</p>	<p>Completed individual section of 'Plans & Progress'</p> <p>Tasked & completed 'Group Processes & Communication' sub-section of 'Project Description'.</p>	<p>Finalised and completed 'Skills and Jobs' section.</p>
Week 12	<p>Completion of 'Time Frame' sub-section of</p>	<p>Completion of SparkPlus and individual</p>	<p>Added final elements to the game prototype (eg.</p>	<p>Awaiting final remaining sections by</p>	<p>Proofreading the initial draft of the final</p>	<p>Assisting in final report formatting.</p>

	<p>'Project description'.</p> <p>Completion of SparkPlus and individual Group Reflection.</p>	Group Reflection.	<p>Music, Background, level objects, etc.)</p> <p>Completion of SparkPlus and individual Group Reflection.</p>	<p>group members.</p> <p>Uploaded and coded some content onto website.</p> <p>Helped format final document.</p> <p>Assisted with timeframe section.</p> <p>Completed SparkPlus and individual Group Reflection</p>	<p>report document.</p> <p>Assisted in formatting the final report document.</p> <p>Uploaded and coded some content into website.</p> <p>Completion of SparkPlus and individual Group Reflection.</p>	<p>Uploaded some content onto website.</p> <p>Completion of SparkPlus and individual Group Reflection</p>
Handover	NA	NA	NA	NA	NA	NA
Week 13	<p>Ron's main role will not change. He still would hold the position of Lead Concept Art Designer, Lead Story Writer, and Lead Level Layout Concept Designer. Thus, he will start to create melee enemy design based on <u>Act two "Wasteland Escape"</u>. Drawings for melee and ranged level two weapons should also be drawn. Further scenes in the act two needs to be written. Lore letters for act two must be started as well as finishing off act one's missing notes.</p>	<p>Ivan's main role will not change. He still would hold the position of Lead 2D Pixel Artist. Thus, he will make pixel art for environment of scenes one, two, three and five from act one. Act one worm boss art pixel art design finished. Also, Ivan should add an additional role of Lead Cutscene Artist and start drawing cutscenes for the prologue and act one. He should mainly focus on scenes one, two and three for the first week</p>	<p>Kelvin's main role will not change. He still would hold the position of Lead Game Code Programmer. Thus, he will continue to oversee making code-based applications from Ron's and Ivan's designs. This week, Kelvin should focus on cleaning up act one exploration RUST ZONE, adding lighting effects code, loot box and letter pickable items into the game. After this is completed. He should start to create maps for act one scene one and four.</p>	<p>Anin's main role will change. He should continue creating music items for the game. Thus, becoming the Lead Music Designer. For the first week after handover, Anin should focus on creating music for the prologue and the rest of act one. He should be making sounds for running, walking, shooting, hitting and other general character assets.</p>	<p>Albert's main role will change. He would now hold the new position of Secondary Game Code Programmer. Thus, he will start by learning the basics of game maker with the help of Kelvin. Albert should gain experience by completing maps for act one scene two and three. This will be done in conjunction of other general code development.</p>	<p>Altaf's main role will change. He would now hold the new position of Tertiary Game Code Programmer. Altaf should work closely with Albert and Kelvin to meet each week's deadlines. Hence, he should mainly focus on learning the basics of game maker with the help of Kelvin. This will help Altaf in developing code.</p>

		after handover.				
Week 14	Creation of ranged enemy concept design based on <u>Act two</u> " <u>Wasteland Escape</u> " is drawn. Further scenes in the second part of act two needs to be written. Lore letters for act two exploration zone must be started. Slug Boss concept design needs to be drawn.	Pixel art of melee enemy design based on <u>Act two</u> " <u>Wasteland Escape</u> " is developed. Act two Pixel art for melee and ranged weapons should also be drawn. Act one scene one, two, three and transition cut to Act two cutscenes finalised.	Map layout for Act one, scene one to five finalised. Scene transition template formed in aiding with the next acts. This includes act transition, enemy introductions, puzzle section, exploration area and boss area transition. All code programmers work on these sections.	Act one general assets completed. Act one Scene one to five area soundtrack completed. Loading time transition interface completed. Act two music design begin based on script.	Map layout for Act one, scene one to five finalised. Scene transition template formed in aiding with the next acts. This includes act transition, enemy introductions, puzzle section, exploration area and boss area transition.	Map layout for Act one, scene one to five finalised. Scene transition template formed in aiding with the next acts. This includes act transition, enemy introductions, puzzle section, exploration area and boss area transition.
Week 15	Creation of melee enemy design based on <u>Act three</u> " <u>Deep in the Mountains</u> ". Drawings for melee and ranged level three weapons should be created. Further scenes in the third act needs to be written. Lore letters for act three beginning environment should be written. Level two layout concept art made based on script.	Pixel art of ranged enemy design based on <u>Act two</u> " <u>Wasteland Escape</u> " is developed. Environment textures for Act two should be developed in accordance with the concept art provided by Ron.	Map layout for Act two, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made.	Act two general assets completed. Act two Scene one to five area soundtrack completed. Loading time transition interface completed. Enemy sounds for melee and ranged in Act two is completed.	Map layout for Act two, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.	Map layout for Act two, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.
Week 16	Creation of ranged enemy concept design based on <u>Act three</u> " <u>Deep in the Mountains</u> ". is drawn. Further scenes in the second part of	Pixel art of melee enemy design based on <u>Act three</u> " <u>Deep in the Mountains</u> " is developed. Act three, scene one, two, three	Map layout for Act three, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed.	Act three general assets completed. Act three Scene one, two and three soundtracks completed.	Map layout for Act three, scene four and five finalised. Pixel art implementation for ranged enemy design is completed.	Map layout for Act two, scene four and five finalised. Pixel art implementation for ranged enemy design is completed.

	act three needs to be written. Lore letters for act three exploration zone must be started. The Tree of Many Faces Boss concept design needs to be drawn.	and transition cut to Act three cutscenes finalised.	Improvements to level templates are made.	Enemy sounds for melee enemy are completed.	Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.	Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.
Week 17	Creation of melee enemy design based on <u>Act four "Clouds in the Sky"</u> . Drawings for melee and ranged level four weapons should be created. Scenes in the fourth act needs to be written. Lore letters for act four beginning environment should be written. Level three layout design concept art made based on script.	Pixel art of ranged enemy design based on <u>Act three "Deep in the Mountains"</u> is developed. Environment textures for Act three should be developed in accordance with the concept art provided by Ron.	Map layout for Act four, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act two is done.	Act three Scene four and five soundtracks completed. Enemy sounds for range and boss themes are completed.	Map layout for Act four, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act three is done.	Map layout for Act four, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act two is done.
Week 18	Creation of ranged enemy concept design based on <u>Act four "Clouds in the Sky"</u> is drawn. Further scenes in the second part of act four needs to be written. Lore letters for act three exploration zone must be started. The Rio Craft AI Boss concept design needs to be drawn.	Pixel art of melee enemy design based on <u>Act four "Clouds in the Sky"</u> is developed. Act four scene one, two, three and transition cut to Act four cutscenes finalised.	Map layout for Act four, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.	Act four general assets completed. Act four Scene one, two and three soundtracks completed. Enemy sounds for melee enemy are completed.	Map layout for Act four, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act three weapons is finished. Improvements to level templates are made.	Map layout for Act four, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act three weapons is finished. Improvements to level templates are made.

Week 19	<p>Creation of environment and obstacles in the design based on <u>Act five "Seeing the Stars"</u>. Drawings for Carrier Craft and Fighter Jet will be illustrated. Scenes in the fifth act needs to be written. Level five layout design concept art made based on script.</p>	<p>Pixel art of ranged enemy design based on <u>Act four "Clouds in the Sky"</u> is developed. Environment textures for Act four should be developed in accordance with the concept art provided by Ron.</p>	<p>Map layout for Act five, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act four is done.</p>	<p>Act four Scene four and five soundtracks completed. Enemy sounds for range and boss themes are completed.</p>	<p>Map layout for Act four, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.</p>	<p>Map layout for Act four, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act two weapons is finished. Improvements to level templates are made.</p>
Week 20	<p>Further scenes in the second part of <u>Act five "Seeing the Stars"</u> needs to be written. Lore letters for act three exploration zone must be started. The Mother Ship sections Boss concept design needs to be drawn.</p>	<p>Pixel art of melee enemy design based on <u>Act five "Deep in the Mountains"</u> is developed. Act five, scene one, two, three and transition cut to Act five cutscenes finalised.</p>	<p>Map layout for Act five, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act five weapons is finished. Improvements to level templates are made.</p>	<p>Act five general assets completed. Act five Scene one, two and three soundtracks completed. Enemy sounds for melee enemy are completed.</p>	<p>Map layout for Act five, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act four is done.</p>	<p>Map layout for Act five, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act four is done.</p>
Week 21	<p>Creation of ranged and melee enemy concept design based on <u>Act six "Way back Home"</u> is drawn. Further scenes in the first part of act five needs to be written. Lore letters for Act Six exploration zone must be started. The ending scene concept design needs to be drawn.</p>	<p>Pixel art of ranged enemy design based on <u>Act five "Deep in the Mountains"</u> is developed. Environment textures for Act five should be developed in accordance with the concept art provided by Ron.</p>	<p>Map layout for Act six, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act five is done.</p>	<p>Act five Scene four and five soundtracks completed. Enemy sounds for range and boss themes are completed. Act six music design begin based on script.</p>	<p>Map layout for Act six, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act five is done.</p>	<p>Map layout for Act six, scene one, two and three finalised. Pixel art implementation for melee enemy design is completed. Improvements to level templates are made. Additional Clean-up for Act five is done.</p>

Week 22	Acts one to six script, enemy design, level layout design, boss design and cut scene designs finalised.	Pixel art for melee enemy design based on <u>Act six</u> " <u>Way back Home</u> " is developed. Environment textures for Act Six should be developed in accordance with the concept art provided by Ron.	Map layout for Act six, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act six weapons is finished. Final completion of working code systems to level templates are made.	Act six general assets completed. Act six Scene one, two and three soundtracks completed. Enemy sounds for melee enemy are completed. General quality checks for soundtracks along each Act and their perspective scenes.	Map layout for Act six, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act six weapons is finished. Completion music implementation into the game is made.	Map layout for Act six, scene four and five finalised. Pixel art implementation for ranged enemy design is completed. Pixel art implementation for Act six weapons is finished. Completion music implementation into the game is made.
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