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|  | **AWESOME POSSUM** |
|  | **Speed Bump**  A top-down, two button party game taking mechanics from the Smash Brothers elimination and the Mario Kart item play.  Zhiming Chen |

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| **[WEEKLY pRODUCTION REPORT – WEEK 5]** |
| * **Jovi Tan – Technical Lead** * **Lucas Ng – Design Lead** * **Zhiming Chen - Producer** |

**Project Summary:**

**Project Status:**

* **GREEN**

**Current Milestone: Engine Proof** on **09/02/15**

**Accomplishments:**

* Lucas: Completed the randomizer responsible for item spawning.
* Jovi: Completed basic framework (how individual engine components will interact with each other) and game state manager.
* Zhiming: Completed collision detection for circle to circle and basic behavior for collision, i.e. objects bouncing off each other during collision.

**Objectives:**

* Charging mechanic for player - Zhiming
* Behavior implementation for [insert objects here] - Lucas
* Integration of individual components with game engine - Jovi

**Highlights:**

* Last Saturday we spent 4 hours working at Zhiming’s house together. It felt like the most productive we’ve been this entire semester. It was very structured with a stand-up at the start to reinforce everyone’s task, a quick check up in the middle and a 1 hour long code review at the end. We plan to do this more regularly.

**Lowlights:**

* Our producer and good friend, Marcus, left DigiPen and as a result Team Awesome Possum. We’re all sad to see him go but we understand and respect his decision.

**Risks & Mitigations:**

* (If nothing to write here delete this)

**SAVE AS PDF BEFORE HAND-IN**

**Signatures:**

LUCAS NG JUN WEI \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

ZHIMING CHEN \_\_\_\_\_\_\_\_\_E:\Users\czm\Desktop\1847788856025615010215.png\_\_\_\_\_\_\_\_\_\_\_\_\_

JOVI TAN \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_