**Weekly Production Report – Week 1**

**Awesome Possum**

**Marcus Chua**

**Speed Bump**

**A two-button, top down Mario Kart with an emphasis on one-upping each other.**

* **Marcus Chua – Producer**
* **Jovi Tan – Technical Lead**
* **Lucas Ng – Design Lead**
* **Zhiming Chen – Product Manager**

**Project Summary:**

**Project Status:**

* **GREEN**

**Current Milestone:**

* **Pitch**
* **19/01/15**

**Accomplishments:**

* Marcus: Basic framework (30%)
* Lucas: GDD (20%)
* Jovi: Set up SVN
* Zhiming: Prototype (50%)

**Objectives:**

* Complete basic framework
* Engine
  + Input manager ready for implementation of game.
  + Rendering of basic objects.
  + Basic collision.
* 3 basic levels which teach basics - Lucas

**Highlights: *(Optional)***

* The name “Awesome Possum” and the Awesome Possum Cheer has increased the entire team’s morale.
* Getting to play a digital prototype and getting people to play it has helped a lot in nailing down our design.
* Setting up SVN has made us feel more organized.
* Setting up the framework helps to get the feeling of moving forward with the project.

**Lowlights: *(Optional)***

* Constantly changing ideas felt like we’re not making any progress.

**Risks & Mitigations: *(Optional)***

* Technical uncertainty: Start on uncertain implementation early and decide on direction from there.
* Design uncertainty: Turning to play testing early and often and consulting with lecturers.
* Not sure how the game will play: Facilitate as much play testing as possible.

**Signatures:**

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

ZHIMING CHEN \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

MARCUS ANSELM CHUA \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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