**Weekly Production Report – Week 2**

**Awesome Possum**

**Marcus Chua**

**Speed Bump**

**A top-down, two button party game taking mechanics from the Smash Brothers elimination and Mario Kart item play.**

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

**Project Summary:**

**Project Status:**

* **GREEN**

**Current Milestone:**

* **First Playable**
* **02/02/15**

**Accomplishments:**

* Marcus: -
* Lucas: -
* Jovi: Delegated technical jobs.
* Zhiming: -

**Objectives:**

* Complete basic framework
* Engine
  + Input manager ready for implementation of game.
  + Rendering of basic objects.
* Item design (3 items).
* Design player and item spawn points for arena.
* Basic collision. (Stretch goals)

**Highlights: *(Optional)***

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**Lowlights: *(Optional)***

* School work took up all of our time this week. Doesn’t feel good that no work has gone towards the engine.

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

* **-**

**Signatures:**

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

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

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

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