Accomplishments and Objectives

Team/Student: Fractium

Game: Fractium Framework

Period: January 15-22, 2021

# Justice Mealer

## Accomplishments

* Created a Narrative Doc for Fractium Framework
* Wrote down World Building background information
* Created preliminary characters to work on later
* Created a basic story “outline” of Player Objectives during the course of the game

## Objectives

* Continue work on the Story Outline
* Continue work on the Character Outline
* Work on the layout of UI

# Keonwoo Ryoo

## Accomplishments

* Created pseudocode documents for planning out core gameplay systems.
  + Pseudocode includes variables, necessary functions, etc.
  + [Combat, Actors, Instances, Encounters]
* Created an event list for managing communication between systems and UI elements.

## Objectives

* Finish implementation of core gameplay systems in Unity.
* Create a simple scene in unity to show core systems interacting with each other.
  + Draft simple assets for scene.

# Team Note

This week was a standard start-up week for the team with members building up the core foundations for their roles. Justice worked on setting the framework of their narrative and world while Keonwoo worked on setting up the framework for the core systems of the game. Progress on the game is steady and there are no real issues or flags of risks that have appeared, which is partly due to this being the beginning. We will stay vigilant.