Accomplishments and Objectives

Team/Student: bopp

Game: Surge 3D

Period: January 16-22, 2021

# Max Plum

## Accomplishments

* Implemented player controller with editable values for Oliver for tweaking movement
* Implemented spline for controlling the side scrolling player along a curve for smooth camera rotation
* Implemented BP\_BuildingUnit for modular assembly of various building meshes
* Implemented core functionality for BP\_BuildingHandler for creating and handling a single building consisting of multiple BP\_BuildingUnits
* Started implementation on BP\_BuildingChunk for handling multiple BP\_BuildingHandlers to form a collection of buildings for the player to run across in the level

## Objectives

* Finish implementing BP\_BuildingChunk
* Implement BP\_ChunkHandler
* Improve functionality on BP\_BuildingHandler and BP\_BuildingChunk
* Start work on charge sign functionality

# Kira Premack

## Accomplishments

* Created mockups for gameplay layout
* Collected references for city, character, VFX
* Created proxy in-engine VFX for signs (sparks, smoke), and Bopp (spark 1, spark 2, and trail)
* Created proxy signs for testing
* Redesigned, modeled, and rigged character
* Created separate art zoo and developed scene lighting
* Worked with Max to create a temporary BP for the sign lettering flicker

## Objectives

* Model and UV geometry for sign lettering, horizontal mount, and vertical mount
* Work with volunteer animator to create animations for Bopp’s run, jump, and bonk
* Research Niagara VFX techniques to develop solutions for
* Refine Bopp VFX to better match style target

# Connor Schultz

## Accomplishments

* Implemented three new particle effects
* Designed and implemented data model for player ability system
* Refactored player stats data model (initial implementation was not scalable)
* Fixed framerate killing bug with pathing code
* Helped John brainstorm player abilities and initial attribute values

## Objectives

* Implement controller for player ability system
* Implement view for player ability system
* Observe and participate in first play test session
* Draft slides for technical section for Alpha Milestone presentation

# Oliver Clubb

## Accomplishments

* Fixed git issues so its all set up now
* Made my own scene to start testing movement and such
* Worked with max to get up to date on all new tools
* Started planning the level on paper more

## Objectives

* Start actually getting big level chunks set up
* Make more changes to player controller and camera
* Implement buildings better now that I have learned tools
* Work with Connor on buildings to customize them

# Team Note

This week, the team worked mostly on getting the core aspects of their sections up and running. Max worked on tools for level generation for Oliver, who was able to get some time learning to use them but mostly created paper prototypes and basic platforming blockouts in Unreal while waiting for the tools to be functional. Max and Connor also worked together to get Connor’s buildings split into segments and implemented in the building handler for easy replication for use in the level design. Kira created a solid lighting representation for what we are aiming for and a visual representation of branching pathways in the art zoo, as well as creating a lot of the bright visuals with the player and signs to contrast the dark lighting. Overall, the team is working well, both individually and as a group, and are all on track heading towards milestone one in regard to our production plan in the project brief document. While we are still on track, there is still a good amount of work to do before milestone one if we hope to have a more cohesive representation of our cumulative efforts rather than each member having an individual representation of their work.