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

* 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

# Connor Schultz

## Accomplishments

* Tested asset creation pipeline in order to avoid problems later down the road
* Created and successfully imported all v1 building proxies to Unreal (2 commercial, 2 residential; 21 meshes)
* Created and imported all building accessories (HVAC, Satellite dish, water tower, fire escape, railing, roof access door)
* Assisted with testing for building generator (editing pivot points to ensure the absence of gaps between different meshes)
* Compiled an asset list with different tiers of completion

## Objectives

* Create all building v2 meshes
* Move all building models out of proxy stage and into the full modeling stage (including building accessories)
* Take into account the shrinking level space in the spiral and make changes accordingly

# Oliver Clubb

## 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

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# Team Note

This week the team bounced back from the frustrations we ran into last week. John and Gim had a productive brainstorming meeting where they fleshed out the attribute and ability systems. Probably should have done that last week. In general, that team is in a much better place this week, everyone is heads down on their assigned work as we prepare for Alpha. Some of our commitments for Alpha are still at risk, so we’ll be updating our Project Plan accordingly. We can review the changes in our next Team-on-One meeting.