



## **Weekly Production Report**

**Week 3**

**January 23, 2014**

**By Juli Gregg**

### **High Concept:**

A 2-D cartoon fantasy dungeon crawler side-scrolling hack and slash game.



### **Producer:**

Juli Gregg

### **Tech Director:**

Dan Muller

### **Game Designer:**

Luke Conlon

### **Project Manager:**

Kaden Nugent

Project Status:

Green

Current Milestone:

Concept/Engine Proof

Accomplishments:

<b>Juli Gregg:</b>	Completed the Game State Manager, Game Design Document (final draft) and Game Concept Presentation. Edited camera movement to move based on player movement.
<b>Dan Muller:</b>	Created a 'Showcase' level for the Concept Presentation as well as a basic enemy prototype. Continued to work on physics, collision resolution, and bug testing/fixing.
<b>Luke Conlon:</b>	Created art assets including demo level background, HUD design, and items. Set up single player and multiplayer HUD design to follow camera/characters without lag.
<b>Kaden Nugent:</b>	Finished working on basic collision and creating collision debug boxes. Added on to our current test level in order to utilize new collision functions (making objects disappear upon colliding with player).

Objectives:

<b>Juli Gregg:</b>	Implement a Frame rate Controller and work on character design mock ups.
<b>Dan Muller:</b>	Plan to work with Kaden on enhancing collision and resolution. Plan to add "bounciness" function to current physics.
<b>Luke Conlon:</b>	Plan to start working on input and making a new version of HUD that better explains to player their health, XP, and other items.
<b>Kaden Nugent:</b>	Plan to draw out some level landscapes and make more functions to be used/utilized in levels.

### Group Accomplishments:

<b>Weekly Group Meeting</b>	Together we went through and filled in the missing components that Luke needed to finish our GDD rough draft. Began to fill in TDD. Any code that was added that week was explained to the group. Discussed and decided on a pace we want to continue at.
<b>Repository Commit Stats</b>	This week: 85 commits This month: 178 commits

### Group Objectives:

<b>Weekly Group Meeting</b>	Plan to go over and finish TDD and discuss new code that has been implemented by team members. Discuss and resolve issues relating to code and game lag as well as begin to start more in depth level design.
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### Highlights:

We are currently ahead and everyone is consistently working in order to remain ahead. For our concept presentation we have some physics implemented, movement, level changing, some collision, platforms, sample backgrounds and HUD design, and camera movement.

### Risks & Mitigations:

<b>RISKS:</b>	(1) While getting ahead is good it may result in code that is less efficient or poor implementation. (2) There was a legitimate concern about lack of space to work in Edison/Tesla with good internet connection. We commit to our repository a lot and without internet our builds may become harder to merge. (3) We have a lot of plans for this game that due to limited amount of time we may not be able to implement everything that we want to.
<b>MITIGATIONS:</b>	(1) We have attempted to make our code easy to swap in and out if we need to replace code in the future once we learn proper implementation through CS230. (2) Discussed areas to work for freshman with powers sources with student affairs. Also began working together outside of school. (3) Attempt to keep a realistic timeline and slowly weave in stretch goals as we achieve the basic requirements to make our game functional and fun. (Ex. Multiplayer)

## Signatures

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Juli Gregg

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Dan Muller

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Luke Conlon

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Kaden Nugent