



Weekly Production Report

Week 9

March 6, 2014

By Juli Gregg

High Concept:

A 2-D fast-paced, side scrolling hack and slash game set in a cartoon fantasy world with character ability progression.



Producer:

Juli Gregg

Tech Director:

Dan Muller

Game Designer:

Luke Conlon

Product Manager:

Kaden Nugent

Project Status:

Green

Current Milestone:

Alpha

Accomplishments:

Juli Gregg:	Worked on background art for Level 2. Began to place platforms and walls in Level 2.
Dan Muller:	Performed a lot of bug fixes. Mapped out state machines and algorithms for bosses.
Luke Conlon:	Updated map to accurately represent level progression. Create particles system for Map/Level Select Level.
Kaden Nugent:	Expanded and fixed aspects of the Tutorial Level. Continue to work on Shop functionalities.

Objectives:

Juli Gregg:	Finish background art for Level 2 and Level 3. Continue to place platforms and walls in levels.
Dan Muller:	Finish code for the first two bosses in order to show them off at Alpha Presentations.
Luke Conlon:	Designs first two bosses and implement their movement and animation functions. Contribute to background art.
Kaden Nugent:	Continue to polish Tutorial Level and fixed any memory leaks as the come up.

Group Accomplishments:

Weekly Group Meeting	We discussed and decided on how to layout levels on our Map/Level Select screen.
Repository Commit Stats	This week: 28 commits In a month: 345 commits

Group Objectives:

Weekly Group Meeting	Discuss implementation for boss AI. Get sound assets from our Sound Designer. Plan out what is needed for Alpha Presentation.
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Highlights:

There were a lot of assignments that were given out and due this week that took away from time could've be spent working on the game. We also all got sick this week as a result of working together so often that when one person gets sick we all get sick. However, we are excited to get back to working on game and to put together an awesome Alpha Presentation.

Risks & Mitigations:

RISKS:	(1) 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. (2) Class work load has increased since Midterms. (3) We all caught the DigiPlague.
MITIGATIONS:	(1) 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) (2) We worked to stay ahead by trying to finish assignments early. (3) We have been taking a break and been attempting to get some more rest.

Signatures

Juli Gregg

Dan Muller

Luke Conlon

Kaden Nugent