Weekly Production Report

Week 7

February 20, 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

Project Manager:

Kaden Nugent

Project Status:

Green

Current Milestone:

Alpha

Accomplishments:

Juli Gregg:	Developed and tested Sound Manager. Began to layout Level 1 with platforms and game objects. Made backgrounds for Level 1.
Dan Muller:	Finished work on Global Sound Volume controls with dynamic text and file I/O. Integrated Deltatime throughout all files. Configured mouse input for volume sliders. Made templates for level files. Implemented ability to save and load player data.
Luke Conlon:	Implemented an Input Manager (no longer using AEInput). Created more art assets and character designs.
Kaden Nugent:	Fixed the freeing of text objects from memory. Reorganized the freeing of game objects in general from memory. Added some object handling fixes. Is in the progress of fixing freeing the player after each level.

Objectives:

Juli Gregg:	Fix memory issues with Sound Manager. Continue to layout levels with game objects/platforms.
Dan Muller:	Work on implementing more Buff objects and testing them. Help fix memory issues. Create interface and menus.
Luke Conlon:	Begin to work on Gameplay programming and develop boss AI. Continue to create art assets for the game.
Kaden Nugent:	Complete fixes on freeing the player. Continue to fix bugs with object management and texture management.

Group Accomplishments:

Weekly Group Meeting	Together we went through and went over code for the Object Manager. Also discussed format for adding game objects into levels in order to have consistent file formats.
Repository Commit Stats	This week: 71 commits In a month: 352 commits

Group Objectives:

Weekly Group Meeting	Plan to meet with our Sound Designer and discuss sound assets. Work on resolving memory issues. Discuss gameplay and level progression.

Highlights:

We were told that we gave an Alpha presentation at Engine Proof. Everyone was happy about this because it means we are ahead and in a good place. Kaden is also glad that Mark Ward made it back from San Diego without going rogue.

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) We are encountering issues with memory allocating and corruption. (3) Dan's laptop was fried by his power cord. (4) We are having trouble finding areas to work together within DigiPen with reliable internet.
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) Plan to go over and discuss solutions during our weekly meeting. (3) We found someone who was able to let us borrow their secondary laptop for a few weeks while Dan's gets fixed. (4) We have addressed our concerns to Mark Ward in student affairs who also plays a role in Student Senate.

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