

# Dev Blog - Week of June 9th

## Production Team

- Met with each team at the beginning of the week to give out tasks and ensure each team had plans and goals for the week
- Continued setup of the GitHub repo's issue tracker
  - Tested issues
  - Created labels for each team
  - Created milestones for each week of production (first 8 weeks)
- Began design for a “coming soon” poster that could be hung around campus to advertise our game and spread awareness
- Started designing a “Coming Soon” grid-style post for the Instagram account and worked through multiple iterations



- Turned the coming soon grid into a short (10s) vertical video to be used as an Instagram story



- <-- (logo is a placeholder and would be replaced)
- Started designing “Meet the Team” posts using the new color palette

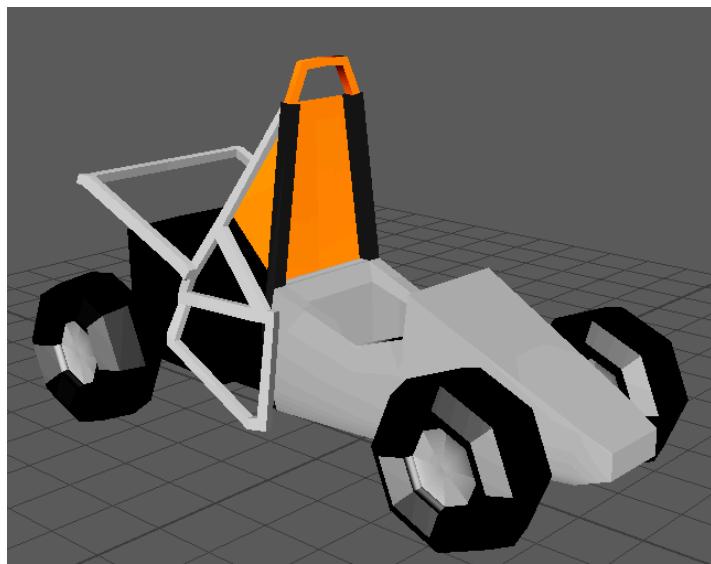
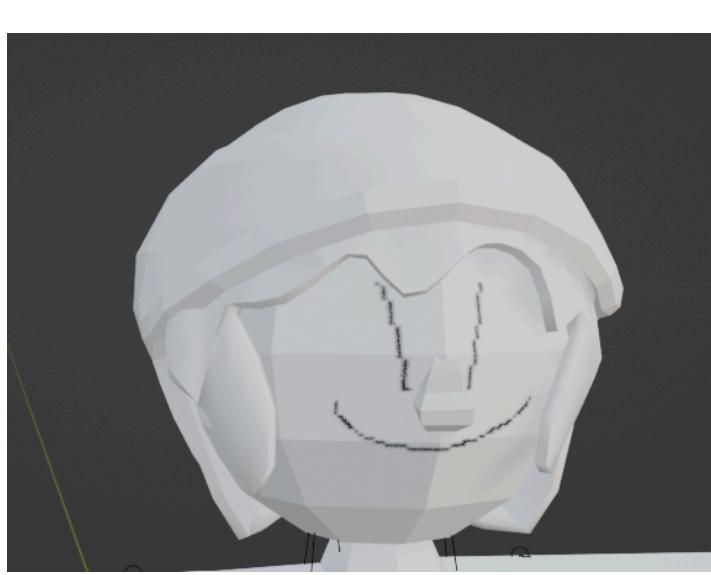
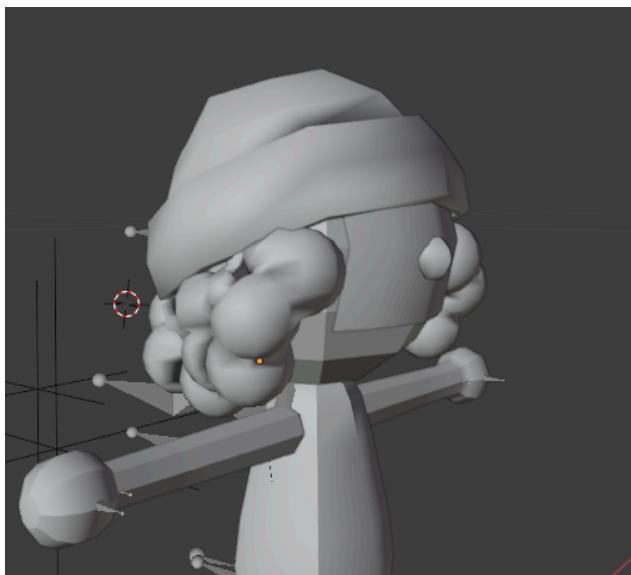
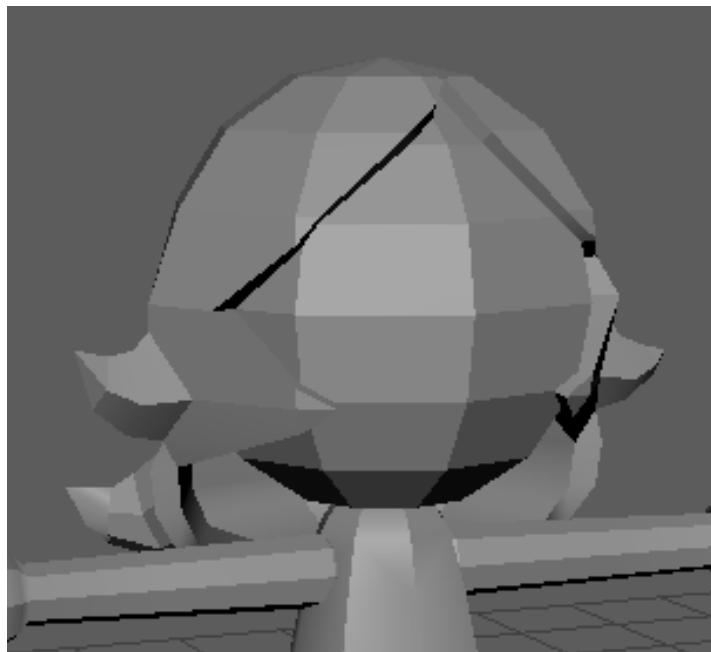


- Created Instagram and Twitter accounts for future use, but haven't posted anything or added bios yet
- Josh, our project lead, had some tasks that were specific to him
  - Took part in interviewing a new team member
  - Further iterated his pitch presentation

## Web Team

## Content Team

- We started modeling all the characters' heads and finished some!!!!



- Also made a progress pipeline for character creation!

**Level 1 - Starting**

- super rough pencil sketches
- trying multiple different expressions/vibes
- forming ideas of first impressions
- file name "initials\_character'Concept1'" ex. 'ym\_skaterConcept1.png'

Yazmin Miller

**Level 2 - Make Presentable**

- tighten design
- front, side back turnaround
- height relative to "normal"
- pronouns, quick bio
- file name "initials\_character'Concept2'" ex. 'ym\_skaterConcept2.png'

Yazmin Miller

**Level 3 - Design Approved**

- color!
- aim for a palette of 4 colors
- USE OUR COLOR PALETTE hex codes and palette are in Google
- name the character, final bio
- file name "character'ConceptFinal"
- ex. 'skaterConceptFinal.png'

Yazmin Miller

**Level 4 - Starting to Model !!!**

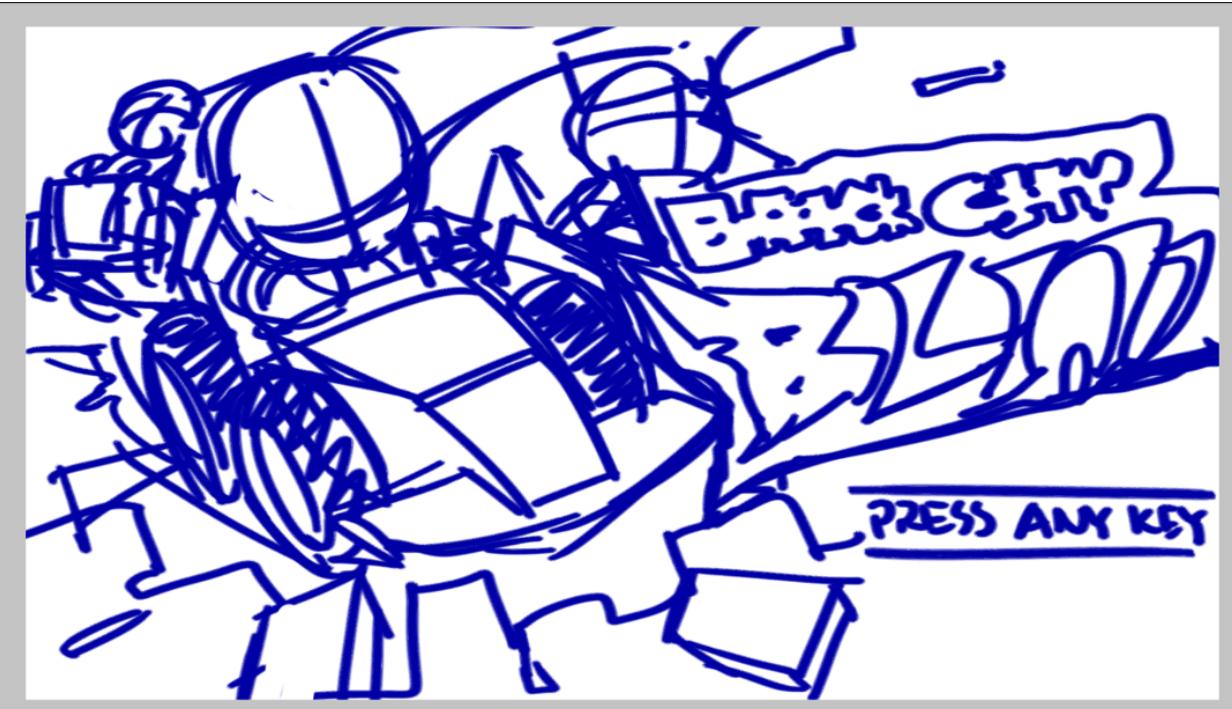
- only their head, nose, and any accessory specific to character
- make accessory model separate from the head model
- intersecting geometry is fine
- use correct size dev\_puppet model as a base
- doesn't have to be colored
- file name "character.model1"
- ex. 'skater\_model1.fbx'

Yazmin Miller

● Item concepts!

|                 |                 |               |                            |                |
|-----------------|-----------------|---------------|----------------------------|----------------|
|                 |                 |               |                            |                |
| booster         | booster_upgrade | d             | fake_item_box_u<br>pgraded |                |
|                 |                 |               |                            |                |
| item_icon_empty | puck            | puck_upgraded | spill                      | spill_upgraded |

- Start screen rough and lobby menus!



**CREATE LOBBY**

Lobby Name:

MAX PLAYERS:

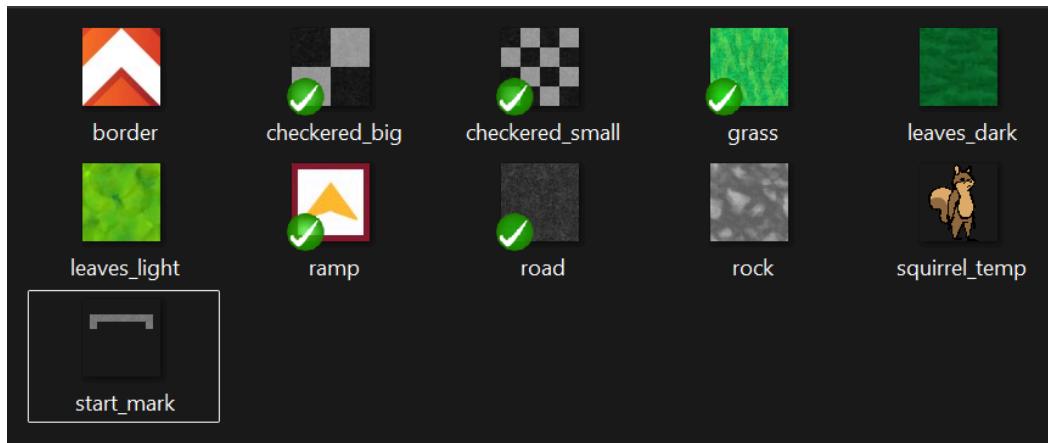
**MY LOBBY**

| Player                                | 4/4    |
|---------------------------------------|--------|
| <input type="button" value="PLAYER"/> | ORANGE |
| <input type="button" value="PLAYER"/> | TEAL   |
| <input type="button" value="PLAYER"/> | GREEN  |
| <input type="button" value="PLAYER"/> | YELLOW |

**LOBBY LIST**

| Lobby Name | Player |
|------------|--------|
| NewLobby   | 2/4    |
| Waiting... |        |

- Track textures and rough concepts of track models!



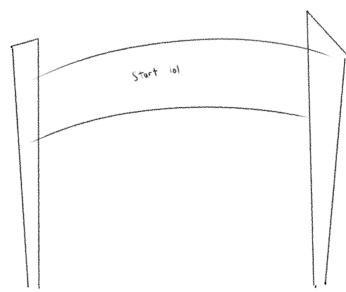
Rocks



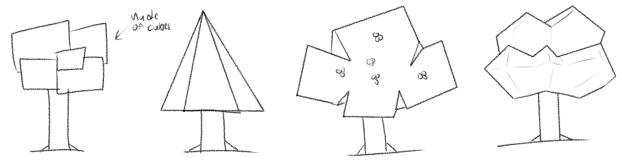
Pothole



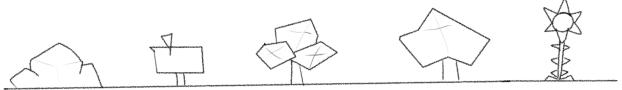
Manhole



Trees



Bushes



Fun update:

- Almost all people on Content are familiar with Blender in some capacity whereas only 3 people were experienced with 3D modeling before!

## Level Design Team

## QA Team

## R&D Team

## GSP Team

## Support Team

- We have continued to check in with other teams like we've done for previous weeks
- We have also been keeping track of support tickets as they pop up
  - Zach (Team Lead) personally requested that people provide information about themselves and an image/avatar of themselves, and started adding them to the Home page of the GitHub Wiki
  - Giovanni (Build Engineer) has been working on improving the GitHub and solving issues
    - Monday: Demoed a workflow for the Unity Project
    - Tuesday: Implemented the workflow for the Unity Project, helped solve a build issue (improper imports)
    - Wednesday: Reviewed and approved a pr for the Unity Project, created a presentation on the Unity Project workflow, researched different versioning systems, talked with Johnathan C. about versioning
    - Thursday: Helped handle a merge conflict with a level-design team member, helped handle several conflicts with audio branch, Had a conversation with Peter Dang about versioning
      - Settled on Semantic Versioning or SemVer (vMajor.Minor.Patch), Starting with v0.1.0 and continuing until we get a stable version of the game (v1.0.0)
      - Released the first version of the game (v0.1.0)
  - Bobby (Game Developer) helped with various aspects of the project
    - Helped Charlie from Content Team implement audio into the Unity Project with Wwise and code.
    - Helped the Level Design Team resolve a weird Unity error
    - Gave feedback on the backend team's scoring algorithm
  - Daniel (Game Developer) helped with R&D
    - Specifically helped R&D develop and structure some the login UI screens for the GSP team