

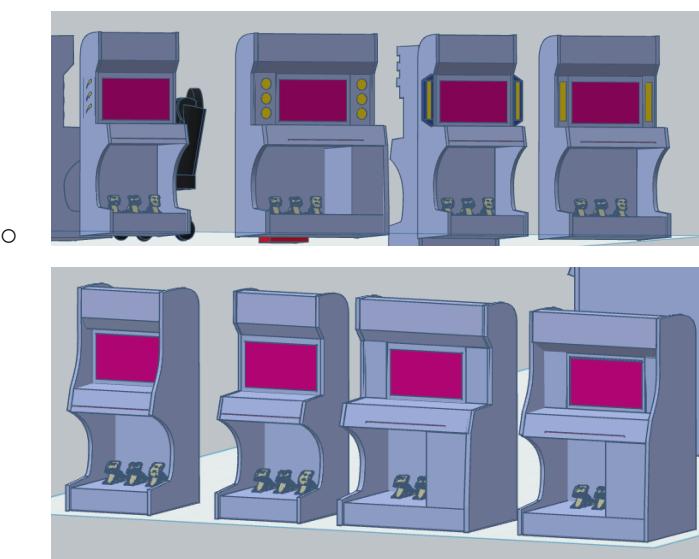
DEV BLOG - WEEK OF JUNE 1ST

Production Team

- Narrowing down the name of the game
- Migrating Design Doc over to GitHub
 - Filled out more of the Lorem Ipsum in the design document
- Met with teams, checking in on how they're doing so far on the project
- Josh tasks
 - Worked on pitch presentation
 - Did a lot of meetings

R&D Team

- Cabinets design research finished
 - Design Inspiration
 - Best Practices
 - Seating options
 - Feedback hardware
- Design sketches completed
- World-scale 3D models finished



QA Team

- Ensured that everybody was added to the Nicky Nice Games Github Organization.
- Got the whole QA team briefed on how to review pull requests & started reviewing them.
- Implemented feature request issue templates and bug report issue templates in the github repositories.
- Began work on a poster design to advertise the game. (certainly not a final version)

Support Team

- Checked in with each team every day to ask what they've been working on and what they've completed, and communicated any information and updates to the rest of the support team in our Discord channel, making sure everyone is aware
 - Again, this makes it easier for us to jump in if assistance is needed
- Assisted teams that requested support on a task(s) in getting them completed
 - Zach (Team Lead) assisted the Content Team by creating a test scene in Unity to see if you could programmatically animate the 3D rigged models
 - Successfully done using a provided 3D rigged model with 3 animation states from Content Team, Unity's Animator Branch Tree and AnimatorController, and a script which changed the animation state of the 3D rigged model with user input on the keyboard
 - Also helps out the GSP Team for when they need to implement this in the future

- Giovanni (Build Engineer) assisted in setting up the repositories for the teams
 - Helped Logan create the repository and Unity project, as well as test it
 - Set the branch rulesets for all three repositories
 - Researched the GitHub Wiki feature and delivered a presentation on it
 - Aided the production team in creating a GitHub Wiki for the project's design documentation
 - All of support team helped starting to migrate the documentation from the original design document to the GitHub Wiki, as well as reorganizing it in a better order and layout
 - Researched automatic testing and building for Unity projects
- Bobby (Game Developer) helped with various sound-related problems
 - Helped the GSP Team with some weird sound issues.
 - Clipped a sound effect to start sooner.
 - Solved an issue where the newly clipped audio sounded a bit distorted in the Unity scene.
 - Helped make an extra sound effect for the Content Team.
 - It was originally intended to be a sound for bumping into a wall, but it will likely be used elsewhere in the game, possibly as a speed boost sound.

Web Dev Team

Gameplay Team

- Improved Kart Functionality and Feel
 - Added Drift Hop Animation

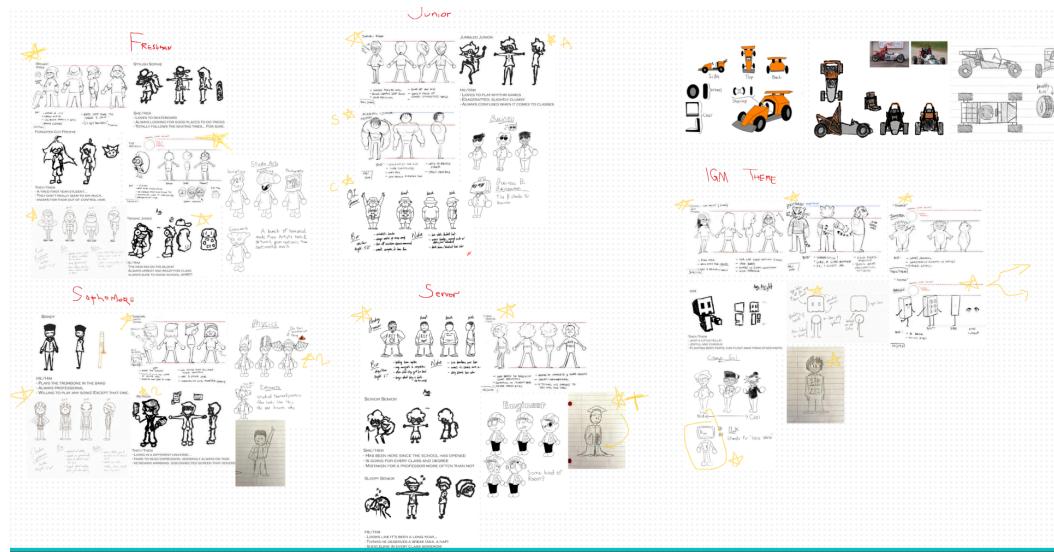
- Better Drifting
 - Better Camera Following
 - Better Collision
- Prototyped Track
 - Placement and Lap Information
 - Checkpoints Requirement
 - Prototyped boost panel
- Prototyped AI Driving
 - AI follow pathing
 - AI can use Items
- Item System Expanded (Functional Items)
 - Spill Hazard
 - Boost
 - Shield
 - Hockey Puck (It Bounces!)
 - Fake Item Box
- Audio Added
 - Music in Menus
 - Kart Sounds
 - Item Sounds
- Player Select Menu Functionality Added
 - Choosing character will load character sprite for your kart in track scene
- Prototyped Carousel HUD for Arcade Controls
- Backend Communication can now communicate between client and server?

Content Team

- We went over all the concepts we came up with during Week 2 and singled out 6 characters for our base game. We also sorted characters

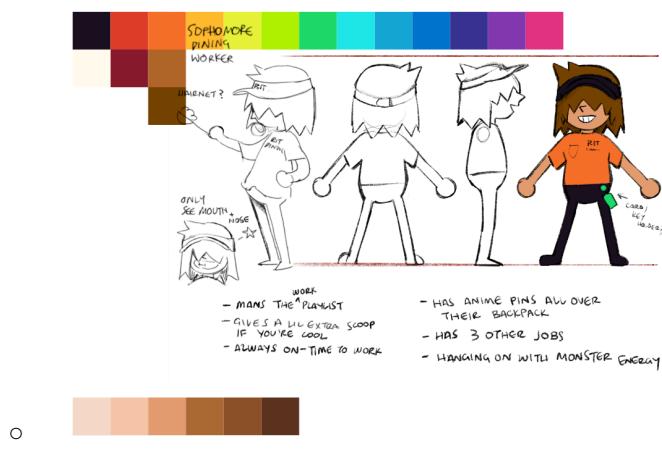
into what order we will approach them if we reach our stretch goal of a cast of 12

- (all our week2 concepts v)



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- Here's all the character spec sheets for base game



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BIO: - KNOWS A SPOT
- SPEED DEMON
- HAS NEVER BROKEN A BONE
- BAGGY CLOTHES

SHE/ THEY

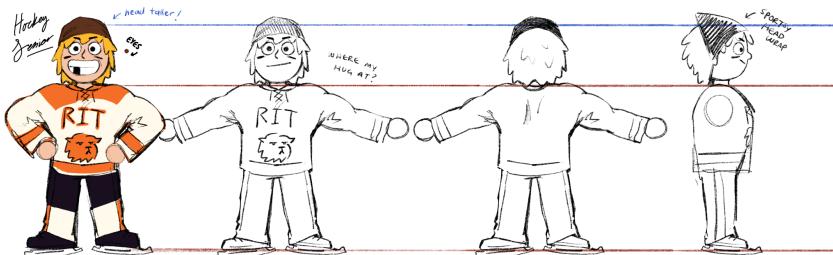
- EATS HOT FOOD TO "PROVE A POINT"
- "C'S GET DEGREES" MANTRA



BIO:
Height: 5'2"
SHG (+CR)

- orientation leader
- always wakes up very early
- has all orientation dances mastered
- wants everyone to have fun

- has white bucket hat
- wears badge around neck w/ colorful pins attached
- dark brown/dark blonde hair color



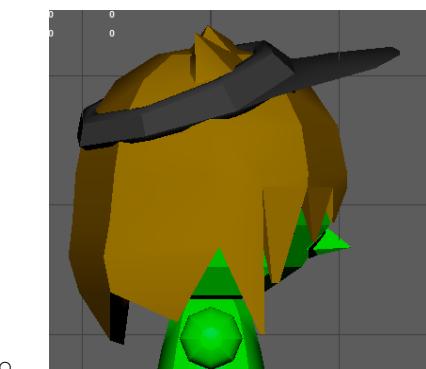
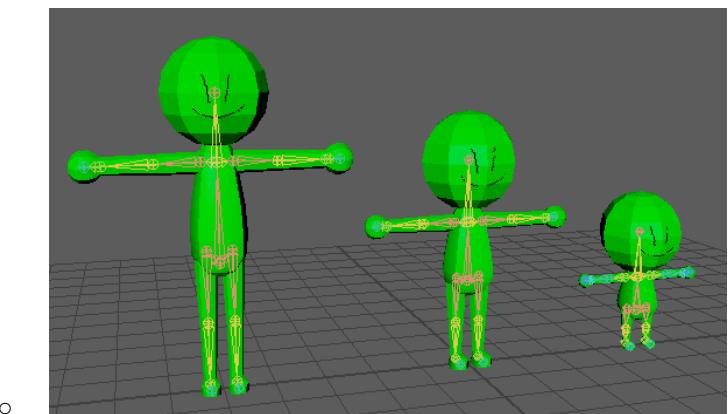
Height: 6'1"

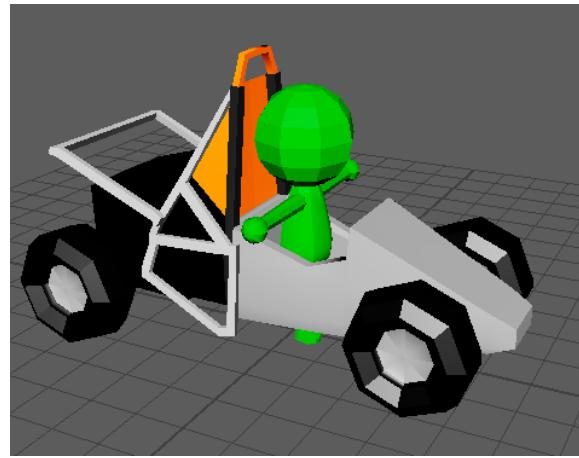
- leading team captain
- very energetic & competitive
- often finds they get lost
- brings about lots of teeth (red from hazing)

- ties bandana over hair
- wears ice shades down in front
- dirty blonde hair color

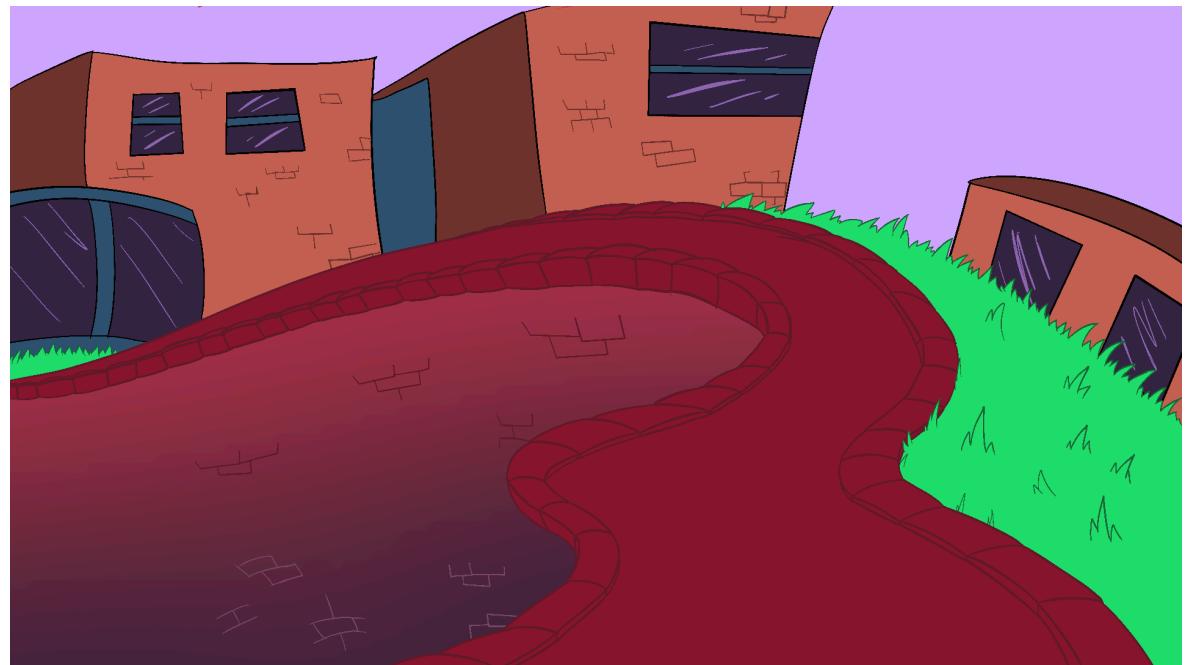


- Beginning to model characters/karts





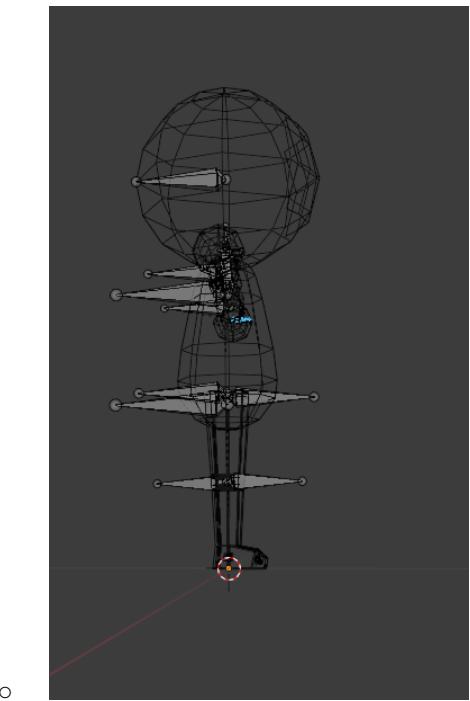
- Menus (order of start menu, player select, backsplash)





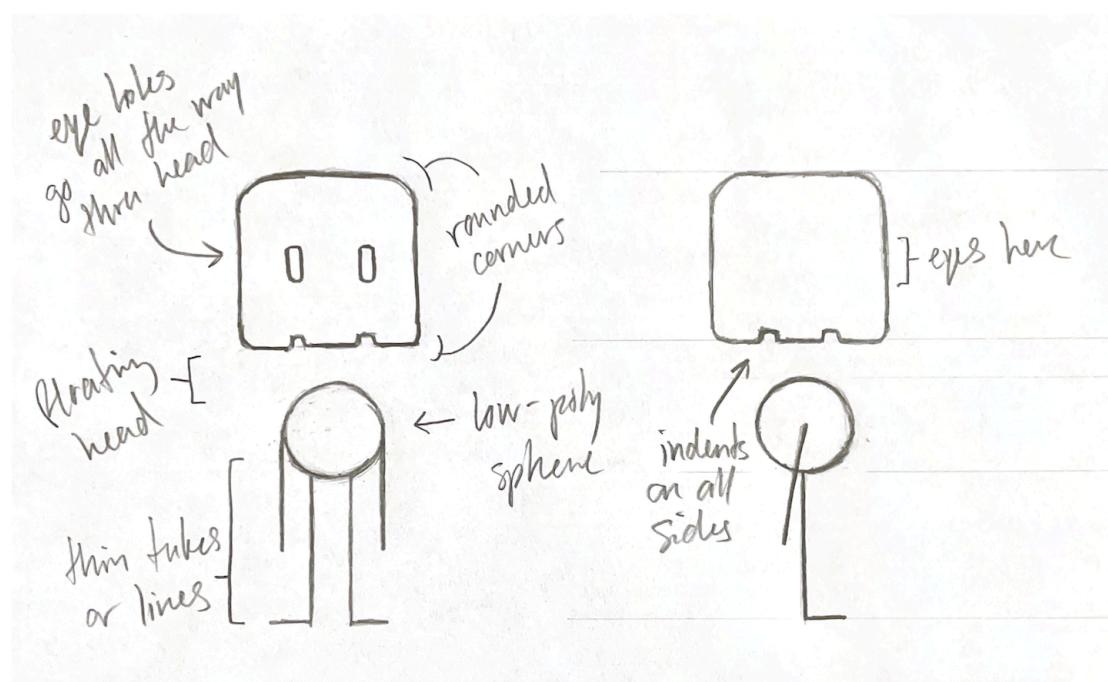
What else to include:

- Bug Fixes
 - We learned that importing rigged models from Maya to Blender messes up the rig! So we're just going to rig and animate models in Blender from now on.



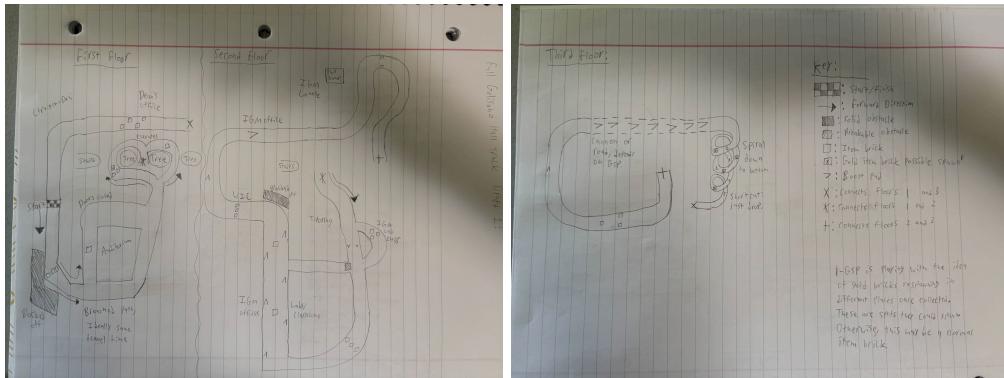
- Possible additions related to the development process/timeline for your team
 - We are deciding between two designs for the IGM mascot! They'll be the 6th character





Level Design Team

Sketching



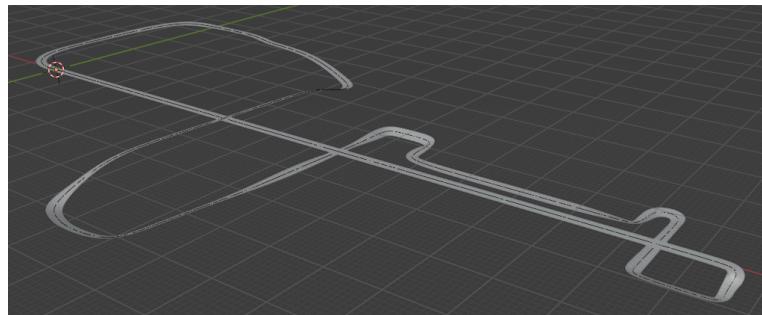
- Golisano Hall (3 floors)

Greyboxing Progress (as of 3:16, 6/5/25)

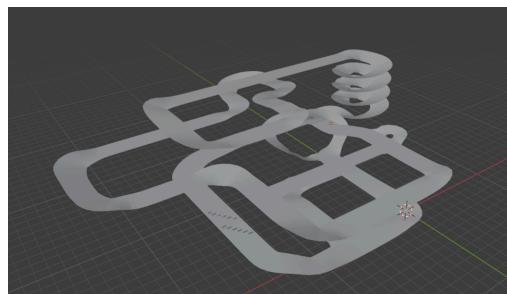
- finished prototypes for:



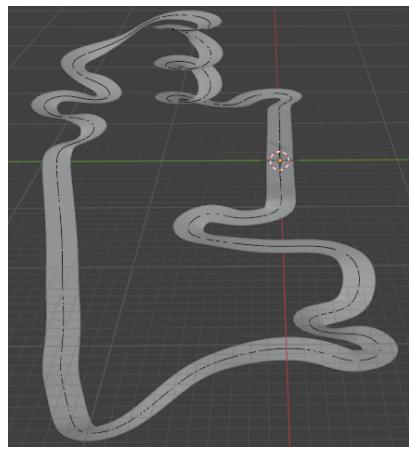
- ## ○ Outer Loop



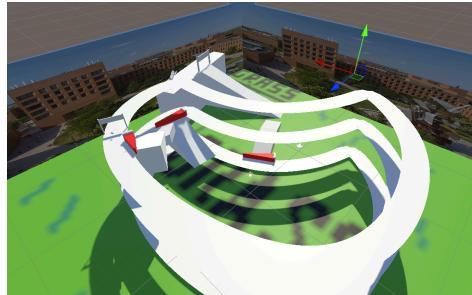
- #### ○ Quarter Mile



- #### ○ Golisano Hall



- Finals Brick Road



- SHED
- detailed track layout in Unity for:
 - Outer Loop (see above)
 - SHED (see above)
- Completed One Pagers for:
 - Finals Brick Road
 - Outer Loop
 - Golisano Hall
- Met with Content and GSP teams to discuss levels and contents for the levels