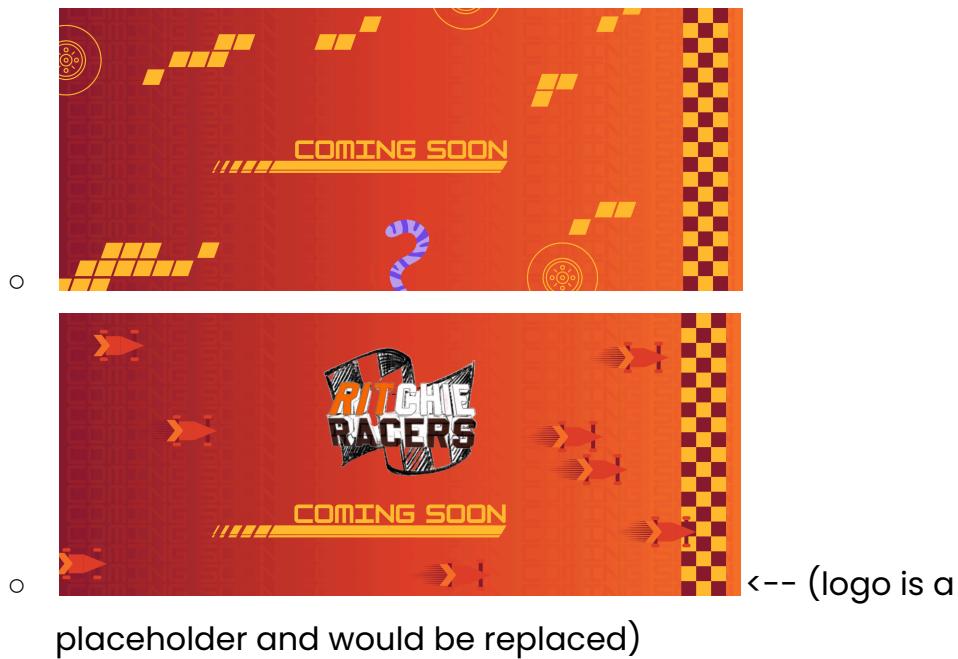


DEV BLOG - WEEK OF JUNE 9TH

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



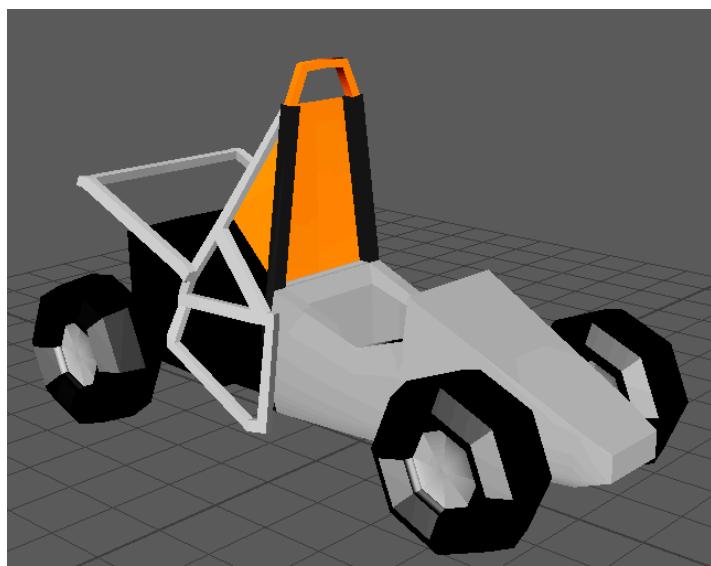
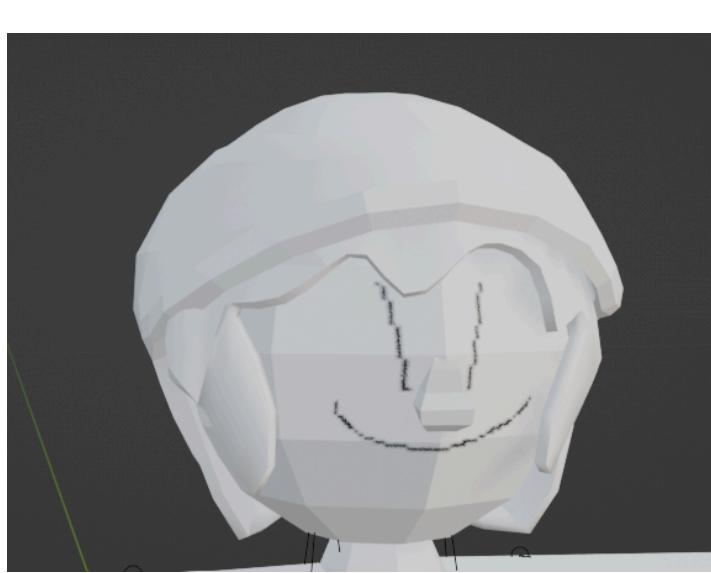
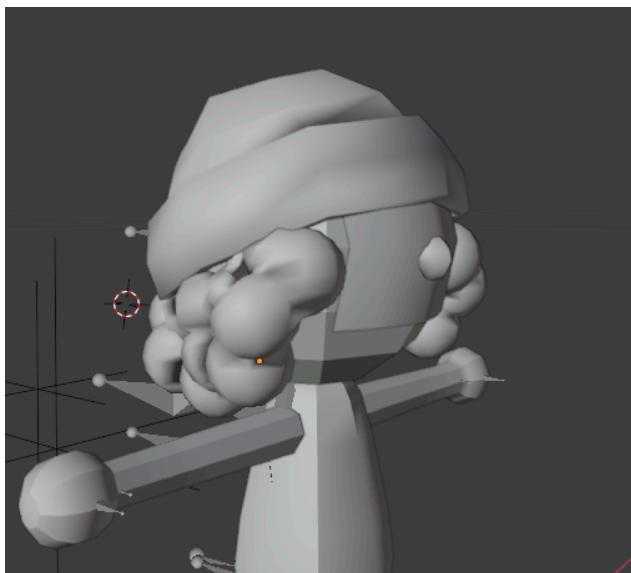
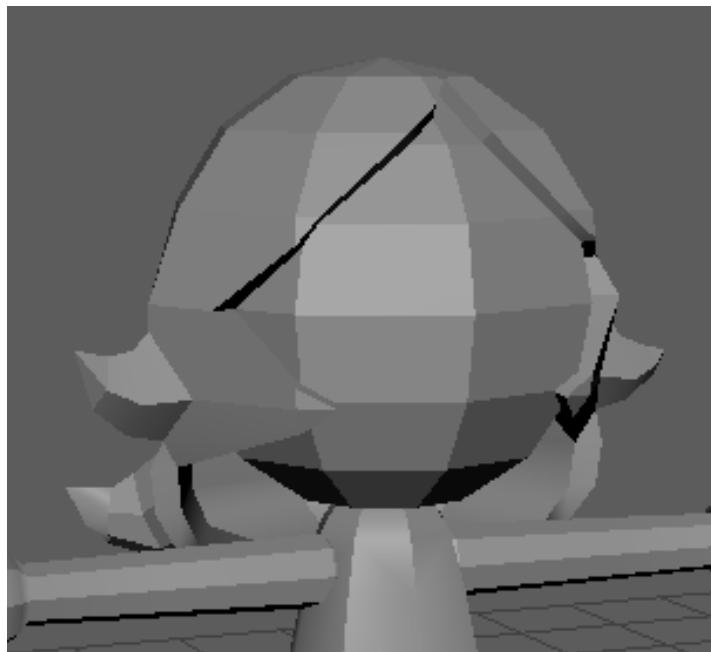


- Created Instagram and Twitter accounts for future use, but haven't posted anything or added bios yet
- Josh, our project lead, had some tasks that were specific to him
 - Took part in interviewing a new team member
 - Further iterated his pitch presentation

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 GDrive
- name the character, final bio
- file name
- "character"ConceptFinal"
- ex. 'skaterConceptFinal.png'

Yazmin Miller

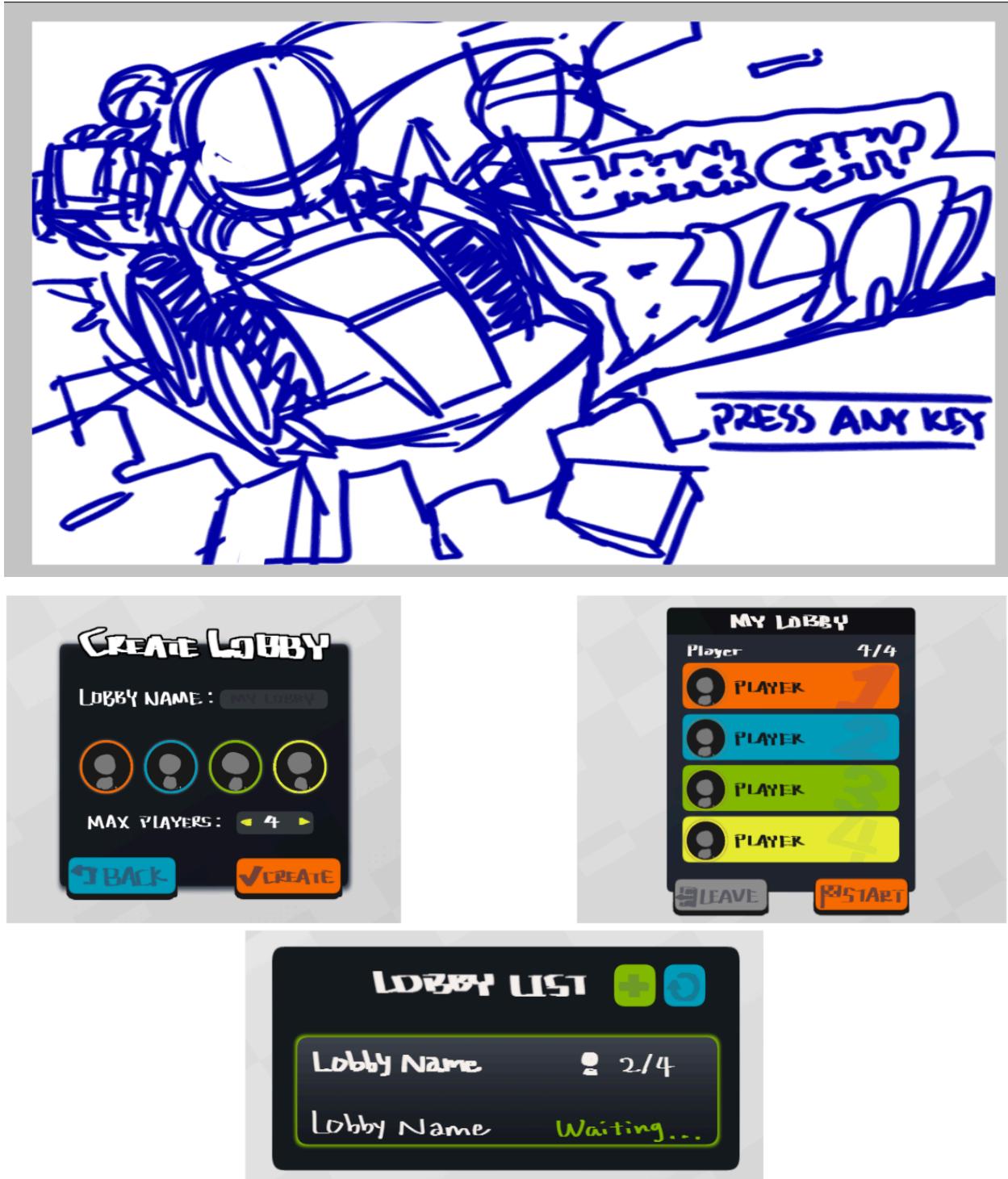
Level 4 - Starting to Model!!!

- 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'

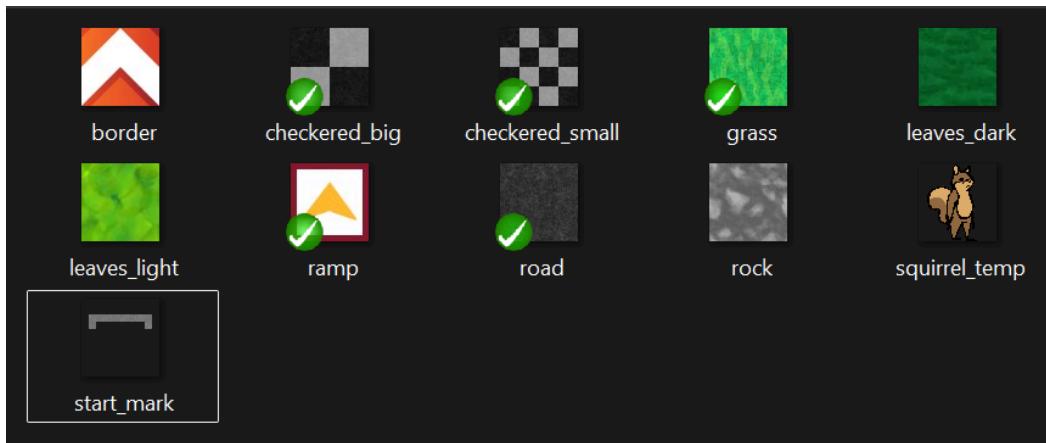
Yazmin Miller

Item concepts!

- Start screen rough and lobby menus!



- Track textures and rough concepts of track models!



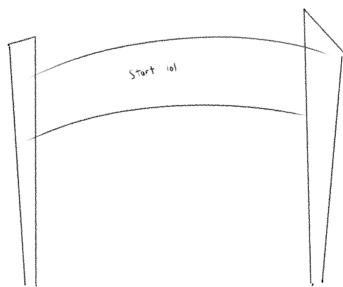
Rocks



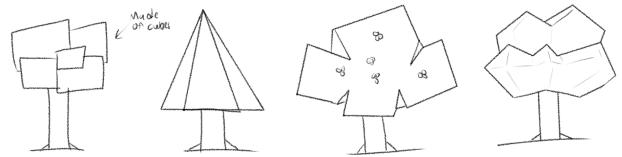
Pothole



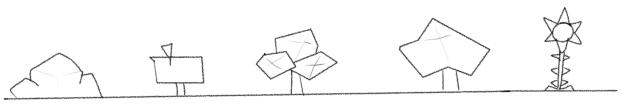
Manhole



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