Corsair Clash Weekly Report 1

Spencer Reed – Galleon Games

TL2 - Spencer

Completed:
- Overworld Map Base
- Player Movement
- Player Battle Placement
- Player Unit Targeting

Working on:
- Finishing Targeting
- Taking Damage

TL-2 Spencer																	
Unity Instalation/Pong Game	N/A	N/A	complete	▼													
Template Overworld Map Creatio	1	1	complete	▼	cr ▼	▼	▼	▼	▼	▼	▼						
Player Movement	2	4	complete		cr ▼	cr ▼	cr ▼	cr ▼									
Battle Physics - Targeting	7	6	complete	▼				cr ▼	cr ▼	cr ▼	comp	comp	complete				
Battle Physics - Taking Damage	4		planned	▼	▼	▼	▼	▼	▼	▼			ned				
Player Unit Firing	6		planned					▼	▼	▼	▼	▼					
totals	20	11															

TL3 – Cole

Completed:
- Scene Changing

Working on:
- Player Ship Functionality
- Sprites
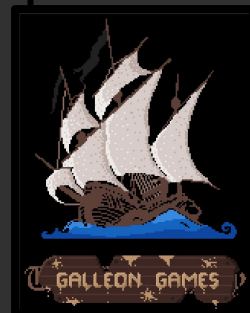
TL-3 Cole															
Unity Instalation/Pong Game	2	2	complete ▼		plete										
scene change	4	3	complete ▼		c▼	c▼	c▼	▼	▼	▼					
player ship	6		planned ▼			▼	▼	▼	p▼	p▼	p▼	p▼	▼	▼	
sprites	3		planned ▼							▼	▼	p▼	p▼	p▼	
Upgrades System	8		planned ▼									▼	▼	▼ ▼ ▼ ▼ ▼ ▼
totals	23	5													

TL4 – Shaun

Completed:
- Health System
- Health UI Changing

Working on:
- Main Menu
- Pause System
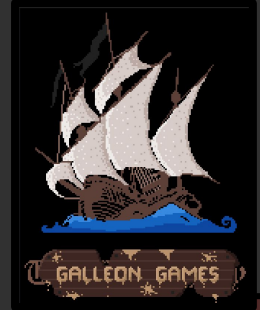
| TL-4 Shaun								
Unity Instalation/Pong Game	3	3	complete ▼	plete				
Health	3	6	complete ▼		comp			
Main Menu	2		planned ▼			ned		
Pause	4		planned ▼				ned	
Pause on Death	7		planned ▼					
totals	19	9						

TL5 – Hongxi

Completed:
- Overworld Enemy Initialization
- Enemy Targeting and Attacking

Working on:
- Enemy Ship Variants

TL-5 Hongxi														
Unity Instalation/Pong Game	3	3	complete	c	c	c								
Overworld Enemies	8	1	complete				c							
AI Enemy Targeting/Attacking	4	1	complete					plete						
AI Enemy Ship Variants	4		planned								ned			
Restart On Player Death/Sink	2		planned											
totals	21	4												

TL6 - Shreeya

Completed:
- Overworld Collision

Working on:
- Additional Maps
  - Battle
  - Overworld Variants

TL-6 Shreeya															
Unity Instalation/Pong Game	N/A	N/A	complete ▾												
Over World Map Collision	3	3	complete ▾	cı ▾	cı ▾	cı ▾									
Battle/Map Maps	8		planned ▾			p ▾	p ▾	p ▾	p ▾	p ▾	p ▾		▾	▾	
	11	3												▾	▾

TL1 – Palak

Completed:
- Unable to proceed

Working on:
- Sound Design
- Implementation of Audio

TL-Palak				1	2	3	4	5	6	7	8	9	10	11
Unity Instalation/Pong Game	N/A	N/A	complete ▼											
Sound Design	4		planned ▼	▼	▼	▼	▼							
Sound Implementation	2		planned ▼				p ▼	p ▼						
Over World Enemy readouts	5		planned ▼						p ▼	p ▼	p ▼	p ▼	p ▼	
totals	11	0												

Cost and Road Blocks

Current Cost:
- Meetings – $8,600
- Systems Analysis – $2,200
- Overhead – $3,500
- Coding – $7,300

Estimated Cost:
- $67,200

Road Blocks:
- Difficulty porting from Unity
- Difficulty merging code from GitHub