

# GAM150 - Production Report Week 11

## Report Summary:

- Week 11
- 3/30/17
- By Cole Astaire

## Summary:

Game Name: Blast Droids

High Concept:

- Traverse countless deadly star systems with your friends using a cast of unique ships.

## Team Roster:

- Team Name: TeamA001
- Team ID: A01

Name (printed or typed)	Role	Signature
Cole Astaire	Producer	
Evan Kau	Systems Programmer, Design Director	
Ryan Booth	Product Manager, Operations Assistant	
Henry Brobeck	Technical Director	
Israel Zevenbergen	Test Manager	

## **Project Summary:**

### **Next Milestone:**

- Clarity Rush 2 – Preparation for beta, Polish
  - Begins 3/27/17
  - Ends 4/4/17
- Beta Preparation
  - Begins 4/3/17

### **Project Status Towards Milestone: yellow**

### **Progress Against Last Week's Objectives:**

- Ryan
  - Text rendering for use in floating combat text components
    - Currently in development
- Cole
  - Playtest Report
  - Text Rendering for use in floating combat text components
    - Currently in development
- Hank
  - Finished 2 abilities of player ship (Missile-Boy). Added cooldown bars under player ships. Added corner HUD Health Bars prototype.
- Evan
  - Completed asset hashmap.
  - Added suicide enemy.
- Israel
  - Continue work on improved particle implementation.

### **Next Weeks' Objectives:**

- Ryan
  - Finalizing floating text
  - Menu Overhaul
    - PNG's to Mesh Menus
- Cole
  - Menu Overhaul
  - Audio Library
    - One sound for each action
- Hank
  - Finish player ship and fix warning and errors
- Evan
  - Jumpgate blocker.
  - Ramping difficulty.
  - Work on Bulwark.
- Israel

- Particle effects update, enable particle effects for all actions

### Additional Accomplishments:

- Outlined plan for beta and finalized product.
  - Utilized a method Evan learned from upper-classmen

Item	D	I	T	T	I	D	Item	
HB ✓ HVD	5	1	5	4	1	4	Ramping difficulty	✓ EK
RB EK HB - ✓ Ships	7	1	4	7	2	8	Upgrade system	
EK ✓ Asset Hashmap	2	2	4	3	6	6	Upgrade system (complex)	
CA ✓ Score	3	1	3	1	3	5	Status effects	
EoL statistics/MVP	6	4	2	5	1	5	Improved menu	— CA
Improved AI	7	7	4	2	4	6	Better tutorial	✓ CA
More enemy types (ships)	5	5	2	1	1	1	tutorial/Sandbox level	
HB - Enemy Stations	4	3	1	2	1	3	text rendering	✓ RB
EK ✓ Jumpgate blocker	3	1	3	2	7	3	Improved particles	IZ
Level objectives	7	4	2	1	3	4	Contact damage	— EK HB
Sounds	6	4	2	1	5	2	Destructables	✓ EK
IZ - particles	6	2	1	4	7	7	Detection system (AI)	
Graphics	7	4	2	3	5	6	Sound improvements	
EK - Improved level generation	5	3	1	6	3	2	Highscore	✓ IZ
				5	7	8	Ability draft	

### Lowlights:

- Team-wide motivation loss. Need rally.

### Risks & Mitigations:

- Art
  - Committed to vector graphics
    - particle system implemented to improve visual fidelity.
- Procedural Generation
  - Time consuming, engine intensive, but provides replayability.
    - Compare time spent designing individual maps vs. time spent optimizing procedural generation.
- AI
  - Design around simple, scalable AI
- Data Tracking/Logging
  - Infinitely complex. Determining valuable data takes time and effort.

- Create tracking tools that can track a variety of data sets.
- Engine Spaghetti
  - Component-based Architecture foreign to some team members.
    - Technical Director assuming responsibility for team understanding.
- Sound and immersion
  - Using Bfxr, a third-party sound generator.