**GAM150 - Production Report Week 10**

# Report Summary:

* **Week 10**
* **3/23/17**
* **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:

* Stability Rush 2 – Menus, Leaderboards, Combat Text
  + Begins 3/20/17
  + Ends 3/27/17
* Clarity Rush 2 – Preparation for beta, Polish
  + Begins 3/27/17
  + Ends 4/4/17

## Project Status Towards Milestone: yellow

## Progress Against Last Week’s Objectives:

* Ryan
  + No progress against last week objectives unfortunately. Designed a new tank ship class for the game.
* Cole
  + Fixed Input warnings
  + Met with Professors Schilling and Chambers to discuss the game
* Hank
  + Removed 75% of warnings. Plugged almost all memory leaks. Fixed State Manager switch bug.
* Evan
  + Some work on the Asset hashmap, incomplete.
  + Designed a tank ship [Bulwark].
* Israel
  + Began set up of Particle System reacting to events

**Next Weeks’ Objectives:**

* **Ryan**
  + **Text Rendering for use in combat text and menus**
* **Cole**
  + **Playtesting, text rendering, gameplay rewards design**
  + **Audio Library, sounds for each action**
* **Hank**
  + **Gameplay rewards design and implementation**
* **Evan**
  + **gameplay rewards design and implementation**
  + **Asset hashmap**
* **Israel**
  + **Particle effects update, enable particle effects for all actions**

**Additional Accomplishments:**

* Hank
  + Designed the Missile-Boy offense ship (working title)
* Evan
  + Designed the Bulwark defense ship
* Cole
  + Designed the Aurora support ship
* Ryan
  + Designed the Sucky-Tank defense ship
* Israel
  + Designed the Recon offense ship

## Highlights:

* Great ship designs!

## Lowlights:

* Heavy work load this week, causing team to be able to contribute less time than usual.

**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.