**GAM150 - Production Report Week 12**

# Report Summary:

* **Week 12**
* **4/5/17**
* **By Cole Astaire**

# Summary:

**Game Name: Blast Droids**

**High Concept:**

* **Traverse countless deadly star blasting swarms of droids with 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:

* Beta Preparation
  + Begins 4/3/17
* Final Submission Polish
  + Begins 4/10/17
  + Ends 4/21/17

## Project Status Towards Milestone:

## Progress Against Last Week’s Objectives:

* Ryan
  + HUD: Total score, player names and health status,
* Cole
  + Audio Library updated
  + Updated State Images
* Hank
  + Missile Ship complete
  + Grav Torpedo Ship complete
* Evan
  + Added unique meshes for enemies
  + Added Capital Ship
    - Also enemy turret component
  + Added enemy Station
  + Modified level generation
    - Enemies spawn based on a point pool
    - Asteroids spawn in rings
    - Randomly will spawn either a point or a station for an AI marker
    - Difficult ramps over time
  + Added Assignments [Jumpgate blocker]
    - Currently just kill N enemies
* Israel
  + Started on high-score file I/O for saving the user’s highest score.

**Last Weeks’ Objectives:**

* **Ryan**
  + **Finalizing floating text**
  + **Menu Overhaul**
    - **PNG’s to Mesh Menus**
* **Cole**
  + **Menu Overhaul**
  + **Audio Library**
    - **One sound for each action**
* **Hank**
  + **Bugfixes Health: Cooldown bar offset**
  + **Warning fixes**
* **Evan**
  + **Jumpgate blocker.**
  + **Ramping difficulty.**
  + **Work on Bulwark.**
* **Israel**
  + **Particle effects update, enable particle effects for all actions**

**Next Weeks’ Objectives:**

* **Ryan**
* **Cole**
  + **Playtests**
  + **Polish, art and audio assets**
* **Hank**
* **Evan**
* **Israel**

**Additional Accomplishments:**

* Hank
  + Health Bars and Cooldown bars on HUD
  + Particle effects on enemy death
  + Particle effects on abilities
* …

## Lowlights:

* Beta presentation disrupted by bugs.

**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.