**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 3**
* **1/26/17**
* **By Cole Astaire**

# Game Summary:

* **Game Name: TBD**
* **Top down, cooperative, space arcade brawler with a roster of specialized ships.**

# Team Roster:

* **TeamA001**
* **Team A01**

|  |  |  |
| --- | --- | --- |
| **Name (printed or typed)** | **Role** | **Signature** |
| **Cole Astaire** | **Producer, Design Director** |  |
| **Evan Kau** | **Product Manager** |  |
| **Ryan Booth** | **Test Manager** |  |
| **Henry Brobeck** | **Technical Director** |  |
|  |  |  |
|  |  |  |

# Project Summary:

## Next Milestone:

* Engine Proof
  + 2/9/17

## Project Status Towards Milestone: Green

## Progress Against Last Week’s Objectives:

* Physics Engine working
* Sound fully working
* XInput working
* Colored Mesh drawing working
* Component based architecture working

**Additional Accomplishments:**

* Game States, Scene loading
* Debugging features
* Printing to console

## Next Week’s Objectives:

* Sort out design
* Raycasting
* Multiple controller support
* Basic player ship
* Music (looping track)

## Lowlights:

* We wasted a day on memes

## Risks & Mitigations:

* Art
  + Committed to vector graphics only
* Sound and immersion
  + Using Bfxr
* AI
  + Design around simple, scalable AI
* Engine Spaghetti
  + Small team lets everyone learn how each module works with good communication
* 4 man team
  + Work harder
* Physics
  + Evan