**GAM150 - Production Report Week 5**

# Report Summary:

* **Week 5**
* **2/9/17**
* **By Cole Astaire**

# Summary:

**Game Name: TBD**

**High Concept:**

* **Traverse procedurally generated 2D star systems with your friends using a cast of unique and powerful ships.**

# Team Roster:

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

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

# Project Summary:

## Next Milestone:

* Content Rush
  + 2/23/17

## Project Status Towards Milestone: Yellow

## Progress Against Last Week’s Objectives:

* Physics
  + Added PID Loop to object rotation
    - Smooths rotation, gives a floaty, space-like feel. Very effective.
* Sound Engine
  + New library of sounds to compliment all prototype actions
* Parallax scrolling background
  + Space/stars background for POR while camera adjusts to reduce motion sickness
* Camera is now dynamic
  + Zooms to accommodate all players and/or enemies
* Input and controls redone, foundation complete
  + Supports 4 players via xbox controllers and 1 player keyboard support
  + Controls now intuitive and extensible
  + Game agnostic, can be used in any engine
  + Structure can accommodate key-bind mapping via text files, although not implemented
* Debugging/Data Gathering
  + Watcher program now zips text files and properly emails them to team email
  + Data can now be translated into heatmaps and graphs via excel

**Additional Accomplishments:**

Prototype / Minimum Viable Product

* Dynamic Sound Engine
  + Sound Library
* Input Engine
  + 4-Player Support
  + Intuitive Controls
* Content
  + 1 Hero Ship
    - Simple projectile attack
  + 1 Enemy Ship
    - Simple chase AI
    - Simple run and gun AI
  + Jump Gate
    - Positional win condition
* Graphics
  + Parallax Scrolling
    - Custom Background
  + Dynamic Camera
    - Adjusts to accommodate all players.

## Highlights:

* Embraced the new perpetual development cycle based around user interaction and data driven reiteration.
  + Development cycle – Develop, Test, Gather, Analyze
* Ryan got a date with a hottie. Wish him luck.

## Lowlights:

* Behind schedule for prototype presentation.
* Tension between teammates.
* Ryan got stoop up.
* Hank hurt his back and had to meet via skype, rather than in person.

## Risks & Mitigations:

* Art
  + Committed to vector graphics
* 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.
* 4-man team
  + Less total man-hours available.
  + Scattered Schedule, few available hours for team meetings.