**GAM150 - Production Report Week 6**

# Report Summary:

* **Week 6**
* **2/16/17**
* **By Cole Astaire**

# Summary:

**Game Name: TBD by the community throughout the first phase of playtesting.**

**High Concept:**

* **Survive a horde of deadly starships and provide valuable data used in development.**

# Team Roster:

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

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

# Project Summary:

## Next Milestone:

* Clarity Rush 1 – Preparation for pre-alpha build 1.7.1 (semester.week.release)
  + Began 2/13/17
  + Ends 2/20/17
* Content Rush 1
  + Begins 2/20/17
  + Ends 2/6/17
* Stability Rush 1 (Alpha Presentation)
  + Begins 2/6/17
  + Ends 2/13/17

## Project Status Towards Milestone: Yellow

## Progress Against Last Week’s Objectives:

* Physics
  + Added physics materials
* Watcher program
  + Fixed watcher to work with installer
* Installer
  + Added installer to distribute
* Production
  + Adopted new development schedule, revolving around rushes
    - Clarity Rush – Revolving around tasks applying to build releases
    - Content Rush – The fun part, time to create and adjust content
    - Stability Rush – Presentations, Data Analysis, Bug Swats
* Engine
  + Fixed memory leak bugs
  + Added new intro states for pre-alpha release

**Next Weeks’ Objectives:**

* Monday – Pre-Alpha release day, and end of clarity rush 1
  + Primitive version of game
    - 2 playable characters
    - State prompts for players
    - Distributable installer
    - Functional input, KB and GP
    - Win condition, Lose Condition

**Additional Accomplishments:**

* New Team Member!

## Highlights:

* Adopted new production and development schedule.
  + Consists of 3 recurring rushes
    - Clarity – Content - Stability
* Picked up new member – Israel! Welcome!
* Ryan got a valentine.
* Cole had to wear the tiara.

## Lowlights:

* Cole did not get a valentine.

## 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.
* New Team Member
  + Takes time to fit in
    - Were doing our best to accommodate our new member