



# The Shipwreck Protocol

Shawn Young



# Team - Main Features - Reminder

Team Lead 1 - Kenny - Boss Fights

Team Lead 2 - Sam - Level Design

Team Lead 3 - Davin - UI + Menus

Team Lead 4 - Shawn - Items + Audio

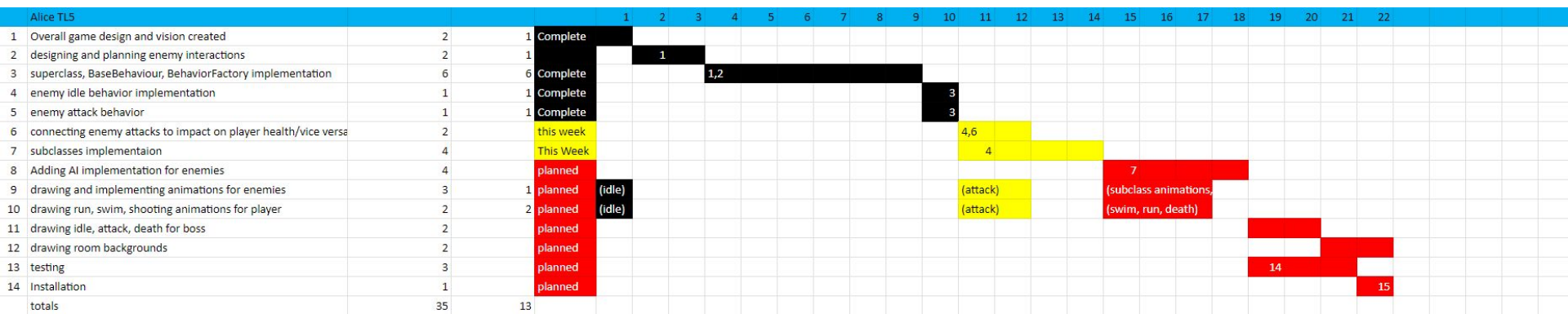
Team Lead 5 - Alice - Enemies + Art

Team Lead 6 - Ben - Controls/Main character movement





# Gantt Charts - Shawn & Alice





# Gantt Charts - Kenny & Sam





# Budget

Estimate:

Actual:

group totals (hrs)	199	96
group totals (\$)	\$19,900.00	\$9,600.00



## What did we do this week?

Kenny - Added some animation for boss

Sam - Worked on level design

Davin - Added ammo UI, fixed some pause and main menu issues

Shawn - Collectables and audio manager work and additional testing

Alice - Edited enemies and some damage behaviors

Ben - Implemented Controller Support

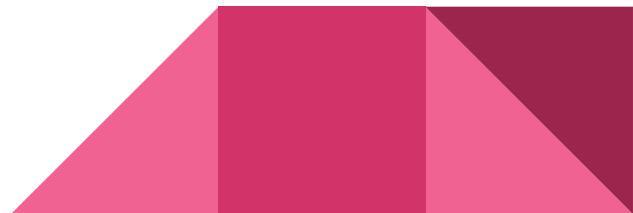


## Ben - Controller Support





# Game Demo!





## What are we working on next?

Kenny - Finish boss fight animation and work on boss behavior

Sam - Continuing to develop different levels

Davin - Update Menu visuals, HUD upgrades and changes, more testing.

Shawn - Programming Items/Weapons (on ground), adding all sound effects

Alice - Enemy and player health interactions, subclass implementation

Ben - Getting started on mobile/touchscreen controls



Questions?

