

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



7 Ammo HUD

8 Initial Test Plan

11 Saving/Loading

12 Even More Testing

10 Shop/Item Upgrade Changes to HUD

Gantt Charts - Ben & Davin

	Ben TL6			1 2	3 4	5 6	7	8 9	10	11 1	12 13	14	15	16	17 18	8 19	20	21	22	23	24	25	26
1	Devise good control layout	1	1 complete -																				
2	Create PlayerInput class	2	2 complete	1																			
3	Create player state machine + movement states	8	8 complete		2																		
4	Create placeholder animations	2	1 complete							3													
5	Create attack state and animations	1	2 complete								4												
6	Create player attacking functionality	3	2 complete									5											
7	Create bullet object pooling	2	1 complete											6									
8	Create water effects	2	3 complete							3													
9	Add controller support	5	1 complete												7								
10	Integrate attacking with different weapons	4	planned											6									
11	Add mobile (touchscreen) support	10	this week													9							
	totals	40	21																				
	Davin TL3			1 2	3 4	5 6	7	8 9	10	11 1	12												
1	Prototype Pause Menu	2	2 complete																				
2	Prototype Main Menu	2	2 complete																				
3	Observer/Subject Scripting	2	2 complete																				
4	HealthUI Prototype	3	3 complete	3																			
5	Update HealthUI Visual	1	1 complete			4																	
6	Update Menu Visuals	3	0 planned	1,	2																		

1,2,3,4

9,10,11

2 complete

0 planned

0 planned

0 planned

0 planned

14

2

2

28



Gantt Charts - Shawn & Alice





Gantt Charts - Kenny & Sam





Budget

	Estimate:	Actu	ual:
group totals (hrs)		199	96
group totals (\$)	\$19,90	0.00	\$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?