Week 4

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| Name | Completed Actions | Next Week’s Actions |
| Dylan | Wrote up the production document for Strung Along, started using unity | Build familiarity with Unity |
| Lauren | Character designs on paper for both game ideas | Come to decision about which game to do |
| Skye | Stage model designs on paper for both game ideas | Come to decision |
| Dennys | Worked on presentation for their class | Come to decision |
| Angus | Worked on presentation for their class | Come to decision |
| Huw | Worked on class pres | Come to decision |
| Harper | Built familiarity with unity | Continue building familiarity with Unity |
| Andrew | Started using unity | Continue building familiarity with Unity |
| Tim | Created the basic Unity setup | Gather past resources for character controller |

Week 5

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| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Made some unity tutorial games. Recorded some github tutorials, allocated roles | Build familiarity with Unity |
| Lauren | Puppet designs done on paper | 3D modelling started |
| Skye | Concepts for asset design | 3D modelling started |
| Dennys | Started working on level design | Continue level design |
| Angus | Started working on level design | Continue level design |
| Huw | Started working on level design | Come up with a list of foley sounds needed for the game |
| Harper | Worked through the unity tutorials | Build a basic level manager |
| Andrew | Worked through unity tutorials | Start looking up UI tutorials |
| Tim | Finished character controller | Start working on strings |

Week 6

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| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Created Gantt chart, refined roles, determined goals. Started working on character controller | Build a root motion character controller |
| Lauren | 3D model started | Detailing model started |
| Skye | Stage finished | 3D modelling of stage props started |
| Dennys | Designed a bunch of levels | Start rigging the main model, engage with sound artist |
| Angus | Designed a bunch of levels | Start putting assets into unity |
| Huw | Made list of foley work | Engage with sound artist |
| Harper | Built a basic level manager | Start working on goals and level transition |
| Andrew | Made a basic pause menu | Get a settings menu up |
| Tim | Still working on strings | Keep working on strings |

Week 7

|  |  |  |
| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Created a basic root motion controller with movement and janky jumping | Fix root motion jumping |
| Lauren | Model looking schmick | Start next model detailing |
| Skye | Created some assets | Keep creating assets |
| Dennys | Debriefed with composer | Continue rigging the model |
| Angus | Continue level design | Continue asset importing etc. |
| Huw | Started recording some FX | Keep recording FX |
| Harper | Created a basic goal structure, make the acts transition, working on making a lever and push button | Continue working on level transitions etc |
| Andrew | Still working on menu | Finish up menu |
| Tim | Still working on strings. | Finish working on strings |

Week 8

|  |  |  |
| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Finished root motion controller | Work on implementing hotseat code for controller support |
| Lauren | Refined player 1 model | Start working on player 2 model |
| Skye | Made a bunch of assets, helped Dennys rig the player 1 model | Finish off most of act 1 assets |
| Dennys | Rigged the player 1 model | Begin animations of the player rig |
| Angus | Added assets into unity, started debugging the first few levels | Continue building scene |
| Huw | Recorded lots of FX | Keep recording FX |
| Harper | Made the levels transition properly | Continue working on levers |
| Andrew | Still working on menu | Finish up menu |
| Tim | Still working on strings. | Finish strings good and dead |

Week 9

|  |  |  |
| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Finished root motion controller | Work on implementing hotseat code for controller support |
| Lauren | Refined player 1 model | Start working on player 2 model |
| Skye | Made a bunch of assets, helped Dennys rig the player 1 model | Finish off most of act 1 assets |
| Dennys | Rigged the player 1 model | Begin animations of the player rig |
| Angus | Added assets into unity, started debugging the first few levels | Continue building scene |
| Huw | Recorded lots of FX | Keep recording FX |
| Harper | Made the levels transition properly | Continue working on levers |
| Andrew | Still working on menu | Finish up menu |
| Tim | Strings are good, ye | Work on grab/climb function before playtest |

Week 10

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| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Not much | Continue working on hotseat controls |
| Lauren | Helped Skye UV all the models | Keep working on player models |
| Skye | Polish off few more assets, re-uv’d the stage | Continue working on assets |
| Dennys | Continued working on the level design, finished off rig again | Start animating the basic models |
| Angus | Polished the first 8 levels, playtested them | Start act 2 level design |
| Huw | Uploaded walking and jumping FX to be used in playtest | Keep recording FX |
| Harper | Fixed the save and load issues, made the levels smoother | Work on kill surfaces and respawning the puppets |
| Andrew | Finished the basic menu | Make the menu settings work |
| Tim | Created the intro screen for playtest, added the finish touches to make it playable | Work on grab/climb function before playtest |

Week 11

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| --- | --- | --- |
| Name | Completed Actions | Next Week’s Actions |
| Dylan | Didn’t get the hotseat controls to work | Make them work damn it |
| Lauren | Finished second player model | Refine models |
| Skye | Refined assets | Continue refining |
| Dennys | Finished walking animation, working on jumping | Finish off basic animations in prep for playtest |
| Angus | Redesigned half of the levels as determined by feedback from last playtest | Continue building act 2 levels |
| Huw | Converting and mastering FX | Continue doing that |
| Harper | Created kill surfaces, made respawning work, created particle effects to play on death and respawn | Continue refining kill surfaces |
| Andrew | Not much | Make the menu settings work |
| Tim | Fixed the climb, added stamina bars to make it clearer, added more quality of life functions like tangle arrows etc. | Get ready to make final build for playtest |