Week 2

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| --- | --- | --- |
| **Name** | **Completed Actions** | **Next Week’s Actions** |
| Dylan | Created documentation setup, got meeting structure setup | Start restructuring UI components |
| Lauren | Background designs done on paper | Implement background designs into 3D objects. Finish completing marble statue. |
| Skye | Modified the stage parameters as per the discussion of grid movement | Finish act 2 props, ongoing, discuss with angus about socials |
| Dennys | Completed most animations for act 1 and 2 | Learn Unity particle effect system |
| Angus | Slight edits to unity scenes | Complete next act puzzles, ideally implement a skeleton in unity |
| Huw | Worked out how to make better footsteps | Record new footstep sound, start fixing up the soundtrack because it makes people want to kill themselves |
| Harper | Finished refactoring the level manager, improved camera dynamics so that it follows you downstage | Make levers work so that puppets can actually pull them and progress through the levels |
| Andrew | Did not attend | Did not attend |
| Tim | Recreated the movement engine with the digital grid | Continue working on the movement system to make a case to present to the group |

Week 3

|  |  |  |
| --- | --- | --- |
| 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 4

|  |  |  |
| --- | --- | --- |
| 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 5

|  |  |  |
| --- | --- | --- |
| 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 6

|  |  |  |
| --- | --- | --- |
| 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 7

|  |  |  |
| --- | --- | --- |
| 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 8

|  |  |  |
| --- | --- | --- |
| 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 |

Week 9

|  |  |  |
| --- | --- | --- |
| 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 |