# Creaking Grounds

## Week 3 – October 8, 2015

### Overall:

This week we wanted to focus on the presentation and interacting with the world. It was good for us so we could put together what we believe the mansion should look like to ourselves. So not only did this presentation become perfect for presentation to the class, but also to us.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Write first gamemode play cycle and how it all works [Estimated: 3 hours | Actual: 3 hours] * Find another furniture pack that can aid in building mansion (WITH JASON) [Estimated: 2 hours | Actual: 2 hours] |
| Conner Garrison | * Add player reticule to game. A small dot to show center of screen and interactions. [Estimated: 0.5 hours | Actual: 2 hours] * Build an animated door that the player can open and go through when opened. [Estimated: 2 hours | Actual: 2 hours] * Add ghost to a room in test mansion that will trigger upon entering the room. Used to show gameplay in presentation. [Estimated: 1 hours | Actual: 1 hours] |
| Sean Drevs | * Create a temporary Ghost 3D model for presentation [Estimated: 3 hours | Actual: 1 hours] * Sound assets for player [Estimated: 3 hours | Actual: 1.5 hours] |
| Jason Marquez | * Perfect script and PowerPoint for presentation [Estimated: 3 hours | Actual: 2 hours] * Build test mansion for presentation to showcase game so far [Estimated: 8 hours | Actual: 8 hours] * Create a video of test mansion gameplay [Estimated: 1 hours | Actual: 0.5 hours] * Find another furniture pack that can aid in building mansion (WITH Andrew) [Estimated: 2 hours | Actual: 2 hours] |

### Incomplete Tasks:

A stretch goal we had for this week in the event we had time was to implement a stat menu upon starting the game which would be simple for now, but could affect gameplay. Such as Speed stat affecting movement speed. This will be done next week.

### Burndown Chart:

