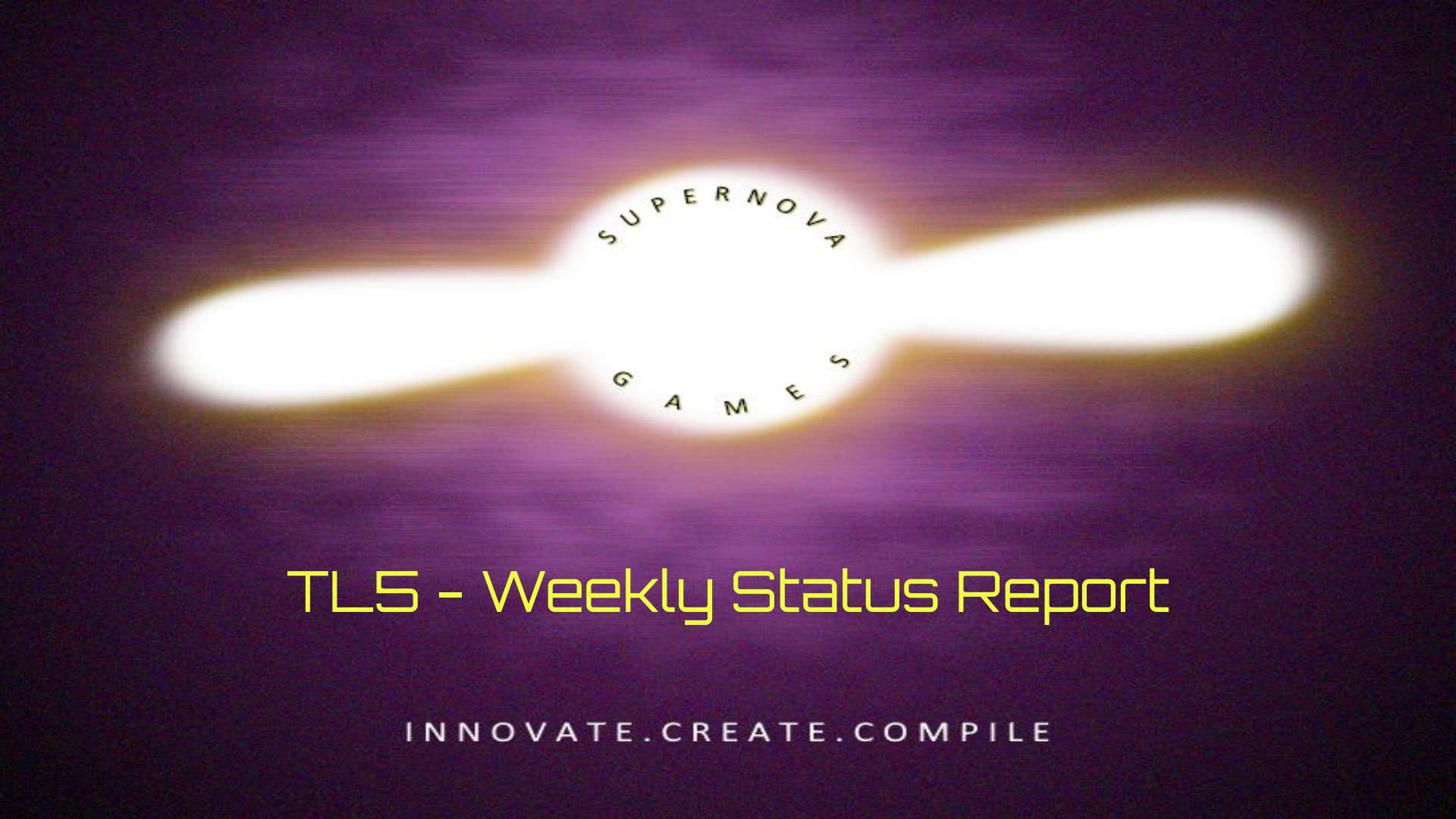


TL5 - Weekly Status Report

INNOVATE.CREATE.COMPILE

TL1 - Uday - Menus

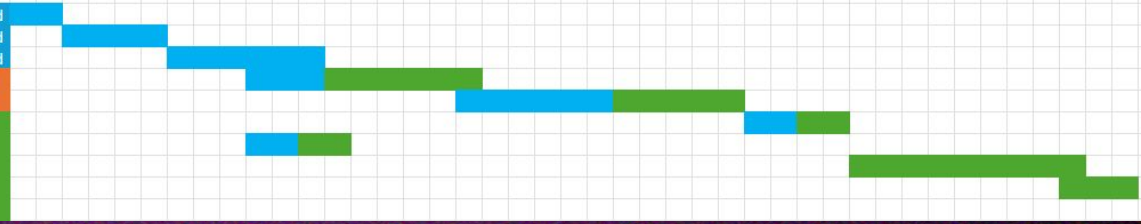
Minimal progress.

	Task	Hours to complete	spent(hrs)	
Uday	Individual schedule			
	Requirement collection	2	2	Completed
	System design	4	4	Completed
	Database setup	2	2	Completed
	main menu and pause menu development	4	2	This Week
	HUD and inventory system development	6		This Week
	save and load functionality	4		This Week
	settings menu and preferences	3		Planned
	programming	12	1	Planned
	testing	5		Planned
	user documentaion	3		Planned
	final integration and bug fixing	3		Planned
	installation and deployment	2		Planned
	Subtotal	50	11	

TL2 - Braydyn - Room Generation

Revamped art and room generation algorithms.

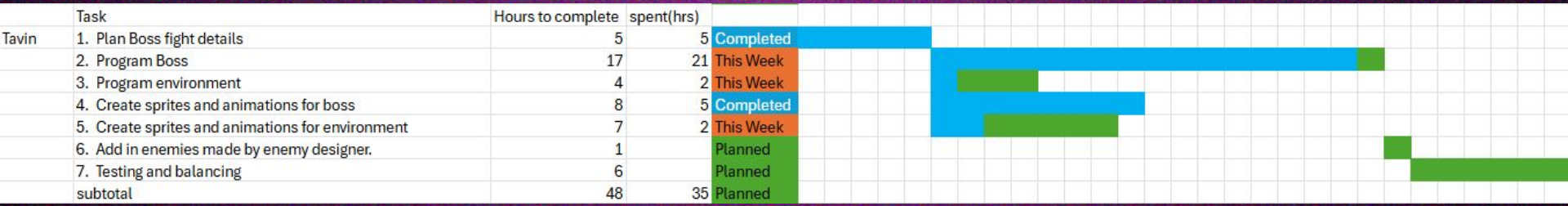
	Task	Hours to complete	spent(hrs)	
Braydyn	Individual schedule	2	2	Completed
	Requirement collection	4	4	Completed
	room design and layout	6	6	Completed
	object and enemy spawn point logic	8	3	This Week
	procedural stitching generation programming	10	6	This Week
	error handlers implementation	4	2	Planned
	testing and debugging	4	2	Planned
	optimization	6	0	Planned
	documentation	4	0	Planned
	subtotal	48	25	Planned



TL2+ - Tavin - Boss Fight

Great leap in boss programming development and animations and sprites.

	Task	Hours to complete	spent(hrs)	
Tavin	1. Plan Boss fight details	5	5	Completed
	2. Program Boss	17	21	This Week
	3. Program environment	4	2	This Week
	4. Create sprites and animations for boss	8	5	Completed
	5. Create sprites and animations for environment	7	2	This Week
	6. Add in enemies made by enemy designer.	1		Planned
	7. Testing and balancing	6		Planned
	subtotal	48	35	Planned



TL3 - Dax - Shop

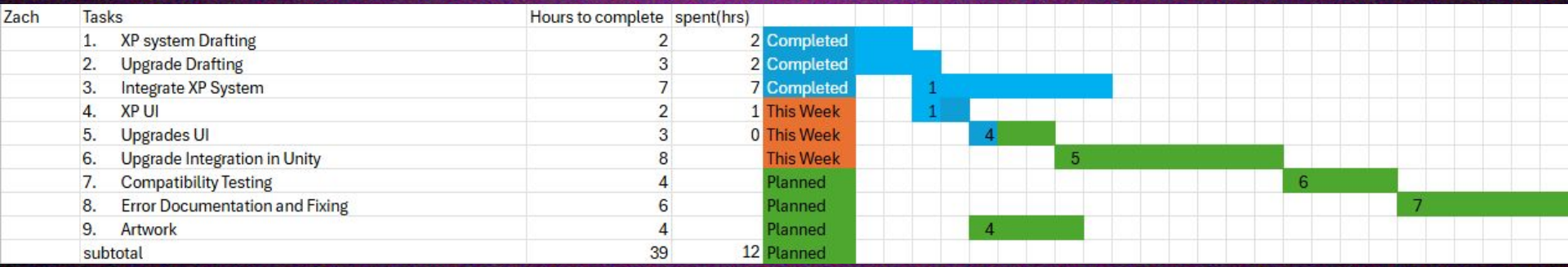
Item shop and various animations.

	Task	Hours to complete	spent(hrs)	
Dax	1. Set up coinManager	2	2	Completed
	2. Design item shop level	2	2	Completed
	3. Create Shop Keeper and Animations	3	4	Completed
	4. Program item shop	5	3	Completed
	5. Plan items for item shop	5		This Week
	6. Create item sprites, animations, and attributes.	30		This Week
	7. Testing and debugging	5		Planned
	subtotal	52	11	Planned

TL4 - Zach - Leveling System

Minimal progress, waiting for the development of the player.

Zach	Tasks	Hours to complete	spent(hrs)	
	1. XP system Drafting	2	2	Completed
	2. Upgrade Drafting	3	2	Completed
	3. Integrate XP System	7	7	Completed
	4. XP UI	2	1	This Week
	5. Upgrades UI	3	0	This Week
	6. Upgrade Integration in Unity	8		This Week
	7. Compatibility Testing	4		Planned
	8. Error Documentation and Fixing	6		Planned
	9. Artwork	4		Planned
	subtotal	39	12	Planned



TL4 - Zach - Continued

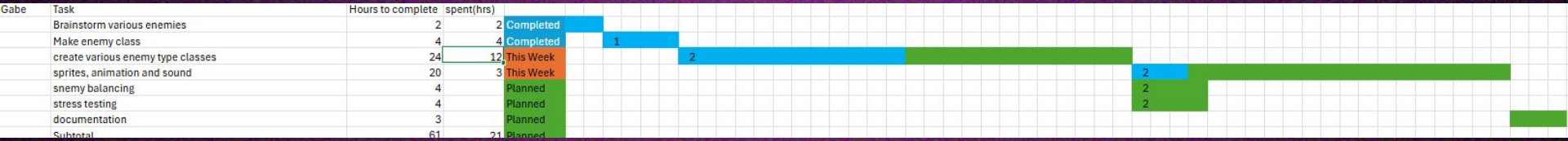
Is actively working through various brainstorm ideas.

Slab of Metal
    2x melee attack size + 1.2x dmg increase
Rapid Fire
    Each weapon fire shoots two projectiles in rapid succession
Splitshot
    Splits projectiles into 3 spread projectiles
Obsidian Arrows
    Projectiles pass through enemies on collision
Swift
    1.5x Movement speed
Amphetamines
    1.5x Attack speed
Rage
    10 seconds of double damage on room entry
Strong Will
    +25 max HP
Heavenly Pact
    1.5x damage, atk speed, speed
Dipped in Styx
    8 instances damage mitigation
Struggler
    Revive at full health upon death (1x)
Vampire
    Heal 5HP on enemy death
Ice Arrow
    Projectiles slow enemies to .75 speed
Glock switch
    Activates fully automatic fire of arrows
Bouncy
    Projectiles gain +1 wall bounce

TL5 - Gabriel - Enemies

Minor improvements to error handling and animation.

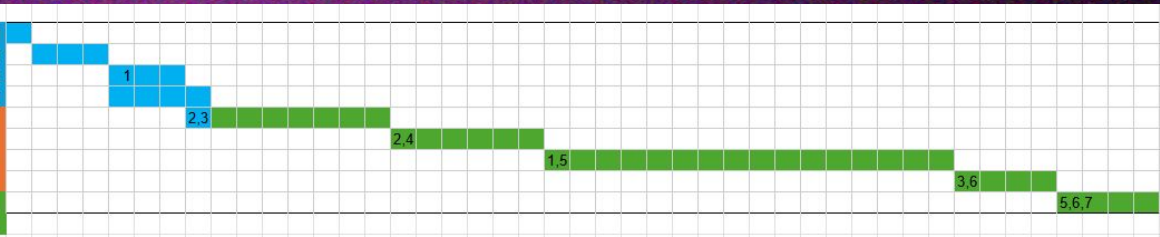
Gabe	Task	Hours to complete	spent(hrs)	
	Brainstorm various enemies	2	2	Completed
	Make enemy class	4	4	Completed
	create various enemy type classes	24	12	This Week
	sprites, animation and sound	20	3	This Week
	snemy balancing	4		Planned
	stress testing	4		Planned
	documentation	3		Planned
	Subtotal	61	21	Planned



TL6 - Liam - Player

Minimal progress.

Liam	task	Hours to complete	spent(hrs)	
	predefine workload	2	1	Completed
	collaboration between members	3	2	Completed
	organization of git files	3	1	Completed
	player movement	4	4	Completed
	character design + theme design	8	1	This Week
	documentation and revision	6		This Week
	programming and haptic integration + mobile	16		This Week
	testing features and capability of mobile devices	4		This Week
	Install and integration	4		Planned
	subtotal	48	9	Planned



COST

- $30,000 / $74,200.
- Predicted $44,200 to go.
- Progress is all over the place.
  - Waiting on Players development.
  - Some have made tremendous progress.
  - May looks bad but we are on good pace.

	Total		
	Budgeted	Actual	Deficit
Uday	$9,700.00	$3,300.00	$6,400.00
Braydyn	$9,000.00	$4,500.00	$4,500.00
Tavin	$11,200.00	$5,700.00	$5,500.00
Dax	$10,800.00	$2,900.00	$7,900.00
Zach	$9,800.00	$4,100.00	$5,700.00
Gabe	$11,700.00	$4,100.00	$7,600.00
Liam	$12,000.00	$5,400.00	$6,600.00
Total	$74,200.00	$30,000.00	$44,200.00

Coding		
Budgeted	Actual	Deficit
$5,000.00	$1,100.00	$3,900.00
$4,800.00	$2,500.00	$2,300.00
$4,800.00	$3,500.00	$1,300.00
$5,200.00	$1,100.00	$4,100.00
$3,900.00	$1,400.00	$2,500.00
$6,100.00	$2,100.00	$4,000.00
$4,800.00	$900.00	$4,300.00
$34,600.00	$12,600.00	$22,400.00

Meetings		
Budgeted	Actual	Deficit
$1,000.00	$400.00	$600.00
$1,000.00	$400.00	$600.00
$1,000.00	$400.00	$600.00
$1,000.00	$400.00	$600.00
$1,000.00	$400.00	$600.00
$1,000.00	$400.00	$600.00
$1,000.00	$400.00	$600.00
$7,000.00	$2,800.00	$4,200.00

Systems Analysis		
Budgeted	Actual	Deficit
$1,100.00	$1,300.00	($200.00)
$1,100.00	$1,000.00	$100.00
$1,100.00	$1,500.00	($400.00)
$1,100.00	$1,100.00	$0.00
$1,400.00	$1,900.00	$500.00
$1,100.00	$1,300.00	($200.00)
$1,600.00	$3,300.00	$1,500.00
$8,500.00	$11,400.00	$1,300.00

Overhead		
Budgeted	Actual	Deficit
$2,600.00	$500.00	$2,100.00
$2,100.00	$600.00	$1,500.00
$4,300.00	$300.00	$4,000.00
$3,500.00	$300.00	$3,200.00
$3,500.00	$400.00	$3,100.00
$3,500.00	$300.00	$3,200.00
$4,600.00	$1,200.00	$3,400.00
$24,100.00	$3,600.00	$20,500.00

ROADBLOCKS

- Waiting on development of another's feature.
- Trying to understand another's system.
- Other classes (Gabe & Liam 381 presentation).

TEST CASES

- New test cases for Skeleton.
  - Spawns many skeletons for stress test.
  - Boundary cases are 0 players and 2 players.
- Need to work on our boundaries.
- Our stress testing is doing well.

POSTER

LIVE SHOWCASE!