Stand-Ups

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Every week, starting in Week 3, your group will be expected to provide a stand-up about your progress.

Instruction:

1. Preparation: Each group has to recap the progress of each individual in the group, including:

What has accomplished in the previous week.

What each group member is doing this week. Any issues, news, etc.

Anything you want to show off from previous week's work for feedback. ex. (new art, video of new gameplay, builds, etc.)

2. Make a single post on the first day of each week in the appropriate thread under the Stand-Ups Reports forum on the Discussion Board.

These posts will be the start of what is used for feedback sessions (virtual or synchronous) so make sure they are detailed.

This should be the first thing you do every week.

Joseph Pak

Finished:

Planed:

Laila Abuelhawa

Finished:

Planed:

Emanuel Dorsey

Finished:

Planed:

Jason Leung

Finished:

Planed:

Simi Virdi

Finished:

Planed:

Rex Newman

Finished:

Planed:

Week 3

Total Letdown Games Stand Up Week 3

Joseph Pak

Finished: Work on the one-pager and work on the title and gameplay of the ten pages.

Planed: Working on scheduling meetings and making plans for everyone and working on style guild

Laila Abuelhawa

Finished: have worked on the ten-page game monetization and game outline.

Planed: continue working on the game outline and work on the style guide.

Emanuel Dorsey

Finished: Finished working on Character and gameplay Mechanics also have worked on the one-page doc

Planed: Continue working on some gameplay Mechanics and work on the style guide.

Jason Leung

Finished: Finished the Enemy and the multiplayer/bonus Materials part of the ten-page.

Planed: working on the enemy and character concept design for the style guide.

Simi Virdi

Finished: have done the game world and game experience part of the ten pages.

Planed: create some concept art of the environment and UI.

Week 4

Total Letdown Games Stand Up Week 4

Joseph Pak

Finished: Created the style guide Powerpoint Then added some pictures for the Moodboard.

Planed: Make an excel sheet of the assets list for the game then set a meetup for the task set and schedule of the asset list.

Laila Abuelhawa

Finished: Week 4 style guide: contributed images (particularly UI) for general mood board

Planed: planning to begin programming, implementing very basic controls

Emanuel Dorsey

Finished: Added some reference images to the style guide for the ui section/ slide that was very minimal and simple.

Planed: Work on making the assets list for the enemies and UI.

Jason Leung

Finished: added images and specific designs of the main character and bosses

Planed: next week will try to make some concept art for both the main character and boss

Simi Virdi

Finished: style guide: added background concept images for different parts of the games as well as the levels

Planed: make concept sounds and music themes for areas and characters

Rex Newman

Finished: Read through all documents to fully understand what we are doing to catch up having missed the first two weeks of group activity.

Planed: Finish Game Flow Outline and pick up additional task(s) during group meeting to integrate better.

Week 5:

Total Letdown Games Stand Up Week 5

Joseph Pak

Finished: Creating the assets list and the schedule for our group in a template form. Called for a meet-up to discuss the assets list for the vertical slice and what is next week.

Planed: To start the GDD and set it up for the rest of the group to work on. Then plan a meeting to work on the GDD together.

Laila Abuelhawa

Finished: Contributed to assets list, set potential schedule for coding assets

Planed: Programming and implementing basic character controls

Emanuel Dorsey

Finished: Week 5 stand-up (asset list & schedule): Brainstormed with the group about what assets would be needed for the prototype and filled in a small portion of the assets section of the schedule

Planed: To work on the GDD

Jason Leung

Finished: Drew concept arts for character and boss

Planed: do some more artwork?

Simi Virdi

Finished: week 5 stand-up: Worked with the group and contributed asset ideas and established what my role is in terms of creating assets (in charge of SFX and music)

Planed: to Work on the GDD

Rex Newman

Finished: Working on the Assets List

Planed: Work on the GDD

Week 6:

Total Letdown Games Stand Up Week 6

Joseph Pak

Finished: Finished up the schedule and help with setting up the GDD document and wrote in the levels and game overview section.

Planed: To help set up the basses of our game preservation PowerPoint and to practice the presentation.

Laila Abuelhawa

Finished: Week 6 stand-up: Worked on the Technical section of the GDD.

Planed: Next week: Finish Character controller and start combat programming

Emanuel Dorsey

Finished: Week 6 Stand-up (GDD): I filled in the UI section of the Interface with what’s going to be included in parts of UI and some description of those parts.

Planed: Work on the powerpoint presentation

Jason Leung

Finished: Week6 added into the GDD specific details of certain enemy's movements and attacks

Planed: Work on the PowerPoint presentation with some concept art and a logo for the game.

Simi Virdi

Finished: Week 6 stand-up: created SFX for the player and UI interaction. Also worked on the audio portion of the GDD

Planed: Work on the PowerPoint presentation

Rex Newman

Finished: Week 6 Stand-up Minor GDD writing, Drafting story outline and backstory

Planed: Continue working on the story and backstory and help with the PowerPoint presentation.

Week 7

Total Letdown Games Stand Up Week 7

Joseph Pak

Finished: Help in setting up the PowerPoint presentation and also work on writing down the gameplay section of the PowerPoint.

Planed: To work on some level design for the world and the first level layout. Then practice presenting the presentation with the group.

Laila Abuelhawa

Finished: Worked on USP section of the presentation

Planed: Character controller and combat programming

Emanuel Dorsey

Finished: Made a simple title concept art and groups title/ logo

Planed: Continuing working on the presentation

Jason Leung

Finished: Week 7 concept art for the character melee weapon and ranged weapon edited on pp

Planed: to work on the presentation and other assets from the list

Simi Virdi

Finished: worked on making concept art for different types of bots, and parts of the ppt

Planed: continue working with the presentation and creating sfx for the game.

Rex Newman

Finished: Recap of presentation and writing up summary of story.

Planed: finish and add in story documents

Week 9

Total Letdown Games Stand Up Week 9

Joseph Pak

Finished: Finished working on the PowerPoint presentation and work on the map layout of the world. Also, check in with the assets list and schedule.

Planed: Continuous working on area 1 level layout and work on making or finding some artwork for tilesets for the game platforms.

Laila Abuelhawa

Finished: Revised GDD, particularly technical sections. Edited presentation

Planed: Create a bass unity game project to share with the group to work on together.

Emanuel Dorsey

Finished: redesigned the title art and made a simple art concept

Planed: Work on some basic UI art for the game

Jason Leung

Finished: made concept art for the Mr. x style chasing enemy

Planed: Start finalizing some of the artwork on the enemy and player design.

Simi Virdi

Finished: worked on 1-pager and 10-pager design and title logo

Planed: Continued with making sound effects for the game.

Rex Newman

Finished: Revised and integrated new elements of the story to fit better in the idea

Planed: work more on the story to look nicer and start having flow

Week 10

Total Letdown Games Stand Up Week 10

Joseph Pak

Finished: Tweaking the character movement with some extra things like variable jumps, coyote time, and jump buffer. Also added a dash the player can unlock from an item. Then created a zone for prototyping.

Planed: Continue working on platform implementation and making some level of design.

Laila Abuelhawa

Finished: started on enemy AI

Planed: planned on implementing some code to do hp and make the player take dmg.

Emanuel Dorsey

Finished: Week 11 Stand-Up: started on UI which includes health bar and pause menu

Planed: continue working on the UI art.

Jason Leung

Finished: created some prototype assets for the game.

Planed: will continue work on some more assets and the enemy next.

Simi Virdi

Finished: implemented bgm + footstep sfx

Planed: work on the music for the game and more sfx.

Rex Newman

Finished: week 11: wrote long story blerb, made code for switches, implemented into the main version.

Planed: continue working on the story having the switch ready to use.

Week 11

Total Letdown Games Stand Up Week 11

Joseph Pak

Finished: Work on adding more features to the game like player HP, shooting a projectile, melee attacks, and Enemy Hp.

Planed: Work on checkpoints and lay out a basic level design for the game.

Laila Abuelhawa

Finished: updating enemy AI + Hunter AI

Planed: continue with the AI work and start working on some response to the enemy being hit.

Emanuel Dorsey

Finished: Made a main menu and skill/ skill tree script (WIP)

Planed: work on a UI to so resources for the player like an energy meter.

Jason Leung

Finished: working on hunter pixel art.

Planed: make an attacking animation and a walking animation.

Simi Virdi

Finished: adding more sfx to the game.

Planed: create some music for the game and chase music for the hunter enemy.

Rex Newman

Finished: Proofreading and editing the story.

Planed: Work on some asserts for the game code or others.

Week 12

Total Letdown Games Stand Up Week 12

Joseph Pak

Finished: player death and respawning to checkpoints. Progress on the first area layout.

Planed: tweak the checkpoints and Finalized the level layout with an end goal.

Laila Abuelhawa

Finished: Added basic enemy melee attack.

Planed: need to make sure enemies stop when they attack, atm they just continue inching forwards

Emanuel Dorsey

Finished: added graphics settings

Planed: still working on audio settings and to work on an energy meter.

Jason Leung

Finished: animation for the player character like shooting and idling.

Planed: continue some animations for the player.

Simi Virdi

Finished: added chase music for the hunter/ made new-level music

Planed: Sfx for the player and items.

Rex Newman

Finished: Coding Falling proximity-based enemy.

Planed: Work on making breakable crates/platforms in the game.

Week 13

Total Letdown Games Stand Up Week 13

Joseph Pak

Finished: work on the level layout and added some more progress with the player.

Planed: to work on finishing the level layout and to put in all of the assets.

Laila Abuelhawa

Finished: More adjustments to enemy/hunter behavior

Planed: planning to polish it more

Emanuel Dorsey

Finished: week 13: finished some of the audio options, made the title a little bit more visible, and there's a stamina bar now

Planed: work on the options menu and pause the game.

Jason Leung

Finished: week 13 updated the hunter sprite

Planed: to work on putting in animation.

Simi Virdi

Finished: adding more sfx to player

Planed: find tweak the music

Rex Newman

Finished: week13: implementing code for thwomp and interactive crate platforms

Planed: Test the game and look for any issues to fix.