Managing Games Production Work / Meeting Log WIP

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| **Date** | **Tasks for this week** | **Meeting discussion** | **Goal of the week** |
| w/c 31st Dec 2018 | Implement a player controller with 2D platformer movement Implement an item that can be picked up by a player on collision Implement the ability to steal an item from another player |  | Working player controller, pickup able items and stealable items |
| w/c 7th Jan 2019 | Design and implement a basic level for testing the game Add 4 player controllers, which are all controlled with the same keyboard input |  | A working prototype version of the game |
| w/c 14th Jan 2019 | Implement multiple players Implement a round system Design and implement rounds 1, 2 and 3 |  |  |
| w/c 21st Jan 2019 | Fix the problem of being able to pick up multiple items Test the game with multiple controllers Comment the scripts |  |  |
| w/c 28th Jan 2019 | Implement the item abilities for round 1 (size change)  Add a game over screen that displays the name of the player who won overall |  |  |
| w/c 4th Feb 2019 | Implement a menu system for the game with main menu, options menu, game over screen  Test the fully featured game |  | Fully working prototype with main menu, 4 rounds, working score system and working item pickup |
| w/c 11th Feb 2019 | Fix issues found from testing the game  Implement the item abilities for rounds 2, 3 and the final round |  |  |
| w/c 18th Feb 2019 | Add the ability to move between rounds when the round ends |  |  |
| w/c 25th Feb 2019 | Design a logo for the game Add sound effects Add music |  | MVP version of the game |
| w/c 4th March 2019 | Test controller support on new version | Should try and polish for 2-3 players rather than 4 Maybe implement a maze structure, different items allow access to different parts of the map so you can hide Change to the top down perspective rather than platformer so that the players have a greater play field | Testing of the MVP version of the game |
| w/c 11th March 2019 | Create a new level using the existing scripts/game objects but in the top down perspective Adjust the item pickup script and player controllers for the top down perspective Implement a camera which can track 2 or more players from a top down perspective Test the top down perspective with 2 players |  | New version of the game switched from a platformer to a top down perspective game |