

Project Log #7

September 13th, 2021

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C.	Since we are close to the beta version of our game, I've switched mostly to art and cleanup of our levels. In the type of game we are making, the art style and animations are a big part of our game feel. Tami and Maddox will design the levels of our game, and then I will go in and make any sprites that will add to our game or change the aesthetic of the levels (not the mechanics, just how they look and where blocks are placed).
Maddox P.	Today I mainly worked on some important bug fixes as well as fixed up the levels we already made. Over the next few days I will continue working on levels for the beta release. In addition, depending on the amount of levels that the game has, a level selection system may be considered. So far, the tutorial and first level are completely done. My goal before anything else is to make sure we have 5 levels.
Tami S.	Today, I spent my time working on creating a level using some of the new mechanics I made (block breaking, horizontally and vertically moving platforms, etc.). So far, I have one nearly completed level using all of these mechanics, but I'm still working on adjusting the placements of objects throughout the level so the players can actually navigate it. My next goal is to finish this level and work on a level involving the button system (push buttons in certain order to unlock doors and lower walls).

What are the risks to address for successful project completion?

- We are very close to the beta, which means that everything needs to be complete by September 16th. I think the little things like level bugs and sound design will be a crunch for us. We may feel on track now, but I am aware that those types of things take much longer than we initially think.

How can we address them?

- I think the biggest thing is to stay diligent. We will continue working hard on our game, and hopefully, we can finish the game earlier than on the 16th, so we still have time to polish it.

- Communication is also a big part of the upcoming beta date. We all need to communicate what we are doing every day so we can stay on track and cover where we need to. We already have a discord set up and we're doing well communicating out of class.