Project Log #4

September 3rd, 2021

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Group Update	Today various mechanical things in the scene were updated such as setting the objects up as prefabs and making them more modular. This allows us to edit the prefab once (like if we were to make a change on the player) and have it update across all the scenes and levels. Work also began on the first level of the game for the players to be able to run through. In addition, some sprites have been made, and the main concept of the game has been fully decided and mostly fleshed out. Some work began on said concept to make it fit the game, since parts of it are pulled from concept projects.

What are the risks to address for successful project completion?

- One of the main risks at the moment is making sure our team stays on track in terms of making sure everything is turned in on time since we're temporarily down a member.
- Another risk is making sure we have the scope of our game in check.

How can we address them?

- Now that the mechanic is fleshed out, we just need to make sure the scope of the game is in check as we build it, and to do this, we simply need to make sure we have enough for the game to last a while as well as making sure we don't set too much up that we don't get to use it/can't finish it.
- In addition, we just need to make sure that as a team we are communicating plenty so that we coordinate and stay on track for any due dates as much as possible. We plan to have a finished prototype build (start menu that rolls into a level or two) by Monday (9/3/21).