

Project Log #8

September 15th, 2021

Game Design and Animation II

What have we completed? What is left to complete?

Name	Status Update
Jasmine C.	I've been polishing up levels right now to make sure our levels look nice, while Tami and Maddox handle the mechanics of the level. I also added in a Type Writer effect that makes little instructions for the player so they know which buttons to press for certain mechanics. We are very close to the Beta so I will mainly focus on artwork, transitions, and little spots to polish to make the game feel complete.
Maddox P.	I've been fixing up the mechanics of each level, making sure everything works together properly. I also will edit the player code as needed to fit the level system that is being used. In addition, I will be creating more levels.
Tami S.	I have been working on fixing the levels I have previously made to work with the various components throughout the level (making sure puzzles flow smoothly). Next, I am starting to work on adding in hazards that we can use for more of the levels. I'm adding in spikes that will harm the player on collision and cause them to go back to the beginning of the level.

What are the risks to address for successful project completion?

- One risk we should have addressed earlier was Tami being sick for a few days. At the time we thought we would still be able to finish the project by Thursday, but in the end, more time is needed.
- Another risk is being able to playtest the game. We haven't had anybody playtest the game yet which is very important in making sure the players go through the level as designed (or at least don't get stuck).

How can we address them?

- This risk has been addressed with Mr. Schepens by getting a day's extension. This will be extremely useful in making sure our beta works as well as possible.
- Again, the extra day will really help with this, and since many people are off Friday I think we can get some last-minute game testing and fix small things that day.