**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 10**
* **3/21/17**
* **By Deni Van Winkle**

# Game Summary:

* **Inversion**
* **A layered level adventure through a linear color based 2D platformer with a grappling hook.**

# Team Roster:

* **Ice Cubez**
* **Team ID: C03**

|  |  |  |
| --- | --- | --- |
| Name (printed or typed) | Role | Signature |
| Deni Van Winkle | Producer |  |
| Brian Lu | Test Manager |  |
| Alexander Phillips | Technical Director |  |
| Fengchao Xie | Design Director |  |
| Ian Gaither | Product Manager |  |

# Project Summary:

## Next Milestone:

* + Alpha
  + Tuesday, April 18th

## Project Status Towards Milestone (Green, Yellow, or Red)

* Last Report’s Status - Yellow
* This Weeks Status - Green

## Progress Against Last Week’s Objectives:

* Alex
  + FMOD use
    - More sound effects
    - Updating Check points
* Ian
  + Fixing bugs with grappling hook and collision
    - Making more collision checks for the player character
    - Fixing any bugs with the drawing of the grappling hook
* Brian
  + Lives and live display
    - Coding player the player to have lives
* Kai
* Deni
  + Creating objects that hurt the player or at least restart them
    - Coding the objects for the maps

**Additional Accomplishments:**

* Brian
  + Created testing maps
  + Making Playtesting questions/documentation

## Next Week’s Objectives:

* Alex
  + FMOD
    - Working on the jump sounds
    - Adding Check point sounds
    - Implementing color change sound effects
* Ian
  + Grappling physics
    - Making horizontal velocity
    - Creating grappling hook swing
    - Implementing the math for the grappling hook mechanics
* Brian
  + Lives and live display
    - Creating the playtesting documentation
    - Creating the conditions to lose lives
    - Attaching the live display to the camera so the player can see it at all times
* Kai
* Deni
  + Creating objects that hurt the player or at least restart them
    - Creating a collision check for these objects
    - Implementing them into already existing test levels

## Risks & Mitigations:

* Keeping up the communication between team members
  + Using more ways to communicate with everyone. Possibly trying to use track more and see if that doesn’t help with checking off tasks.