**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 3**
* **1/24/17**
* **By Deni Van Winkle**

# Game Summary:

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

# Team Roster:

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

# Project Summary:

## Next Milestone:

* + Engine Proof
  + Tuesday, February 7th

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

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

## Progress Against Last Week’s Objectives:

* The game concept was finalized
* Concept art was created

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + Physics Engine
    - Gravity
* Ian
  + Tile collision
    - Bit map handler for the tiles
* Brian
  + Graphic Handler
    - Implementation of sprites and sprite animations
* Kai
  + Movement
    - With camera following the player
* Deni
  + FMOD Implementation
    - Music and game sound

## Risks & Mitigations:

* Level Design is a big risk as the game heavily rides on the levels been fun
  + Solution is to look at other platformers for inspiration and to test the levels thoroughly
* Physics mainly around the use of the grappling hook
  + Find a more knowledgeable individual that would be able to help us understand
* Art assets such as the backgrounds and pixel art for the character
  + Finding a simple art style that fits our game

## Signatures:

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| **Name (printed or typed)** | **Role** | **Signature** |
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