**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 11**
* **3/28/17**
* **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:

* + Beta
  + Tuesday, April 4th

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

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

## Progress Against Last Week’s Objectives:

* Alex
  + FMOD use
    - Updating walking sound effects
    - Updating Jump sounds
    - Art for Main menu
* Ian
  + a
    - a
    - a
* Brian
  + - Penguin animation
    - Finishing playtesting report
* Kai
  + - Creating credits screen art
* Deni
  + a
    - a

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + FMOD
    - Updating walking sound effects
    - Updating Jump sounds
    - Creating check point sounds
  + Art
    - Main menu art
* Ian
  + Working on grappling physics
    - Implement the horizontal velocity for swinging
    - Implementing the math for the grappling hook mechanics
* Brian
  + Art
    - Penguin death animation
    - Live death timer
    - Creating tiles for the levels
* Kai
  + Pause and other game menus
    - Implementing lose and win screens
* 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:

* Losing communication again between team members
  + Looking at possible other communication methods than we have been using. Track might become a main resource depending on the team members.