**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 4**
* **1/30/17**
* **By Deni Van Winkle**

# Game Summary:

* **Inversion (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**

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| --- | --- | --- |
| **Name (printed or typed)** | **Role** | **Signature** |
| **Deni Van Winkle** |  |  |
| **Brian Lu** |  |  |
| **Alexander Philips** |  |  |
|  |  |  |
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# Project Summary:

## Next Milestone:

* + Engine Proof
  + Tuesday, February 7th

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

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

## Progress Against Last Week’s Objectives:

* Alex
  + Physics Engine
    - Gravity
  + Simple gravity and velocity have been added. Needs more fine-tuning, but it will work for a basic game.
* Ian
  + Tile collision
    - Bit map handler for the tiles
  + Bit map handler imports to memory for the level image files. Stuck on transformation math for collision.
* Brian
  + Graphic Handler
    - Implementation of sprites and sprite animations
  + Sadness, depression, and suicidal thoughts. Art inspiration AKA NOTHING towards code count
* Kai
  + Movement
    - With camera following the player
  + Has the movements down and created a boundary for the camera to move in. This camera only moves once the player hits a certain area on the screen.
* Deni
  + FMOD Implementation
    - Music and game sound
  + FMOD has been added to the project, though we can’t play sounds yet. It has also been decided that FMOD is less of a priority for engine proof. Will be focusing on other required tasks.

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + Physics Engine
    - Grappling physics
* Ian
  + Tile collision
* Brian
  + Revival
    - Implementation of sprites and sprite animations
* Kai
  + Movement
    - Jump and Double jump
* Deni
  + UI/UX programming
    - If possible music and game sound

## Risks & Mitigations: