**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 5**
* **2/7/17**
* **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, March 14th

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

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

## Progress Against Last Week’s Objectives:

* Alex
  + Physics Engine
    - Grappling physics
  + Basic grappling physics are now implemented just waiting for collision so that they can have an object to attach too.
* Ian
  + Tile collision
  + Has pixel collision up, but doesn’t understand the physics and can’t get the character to stop once they hit something.
* Brian
  + Revival
    - Implementation of sprites and sprite animations
  + There are no other sprites or animations implemented into the game so far, though the working functions are there.
* Kai
  + Movement
    - Jump and Double jump
  + Has double jump implemented and changed the velocity as the character is moving. Increases speed as you move forward and has a gradual decrease as you fall.
* Deni
  + UI/UX programming
    - If possible music and game sound
  + Has a Main menu and DigiPen logo menu in place, but don’t have the art assets to show them on screen.

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + Inversion mechanics
    - Cleaning code
* Ian
  + Tile collision
  + Implement the physics into the collision mechanics
* Brian
* Kai
  + Physics engine
* Deni
  + Finish UI/UX programming
    - Clean up the code

**Lowlights:**

* We again had a little lapse in communication between teammates, on who was working on certain mechanics and lack of commits
* Some code is so scattered that some team members can’t understand what the code is doing

## Risks & Mitigations:

* Team members are stepping on each other’s code and creating more problem than we started with.
  + Talk to instructor to figure best course of action