**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 6**
* **2/14/17**
* **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 - Red
* This Weeks Status - Red

## Progress Against Last Week’s Objectives:

* Alex
  + Inversion mechanics
    - Cleaning code
  + Colors change functions have been started. Base colors are created at red, blue and purple.
* Ian
  + Tile collision
    - Implement the physics into the collision mechanics
  + Level manager is flushed out and working, as well as collision files.
* Brian
  + Adding sprites
  + Nothing new added, because code in games states is jumbled together.
* Kai
  + Physics engine
  + Not finished moving code into separate files and creating functions that use dt to control jump/fall physics. Trying to figure out collision to implement physics in it.
* Deni
  + Finish UI/UX programming
    - Clean up the code
  + Implemented main menu and logo states without graphics

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + Finishing inversion
    - Finishing physics
* Ian
  + Creates test levels
    - Starting curve for grappling hook
* Brian
  + Respawn mechanics
    - Eliminates penguins
* Kai
  + Physics engine
* Deni
  + Code Refactoring
    - Finishing physics

**Lowlights:**

* Not everyone showing up to team meetings, especially before the production report is due
* Trying to figure out other teammates code without asking or discussing problems between

## Risks & Mitigations:

* Having physic not completed by the end of the week
  + Throwing more people at the task to complete it in time