**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 7**
* **2/21/17**
* **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 - Yellow

## Progress Against Last Week’s Objectives:

* Alex
  + Inversion
    - Finishing physics
  + Framework for inversion mechanics in place need to implement collision and physics to the inversion logic. Also, refactored some of the code clusters that were within the game states.
* Ian
  + Creates test levels
    - Starting curve for grappling hook
  + One basic test level is in the game, but no new grappling hook mechanics. Though the curve or swing of the grappling hook may be the last thing that we need to work on. Refactored most of the code instead and created functions for almost all of the messy code.
* Brian
  + Respawn mechanics
    - Eliminates penguins
  + Penguins became the player character, though needs to have the background removed from the image. Attempted to integrated project three into our game and has decided against it as there are too many conflicts and problems that make it not the time that it would take to fix all the problems.
* Kai
  + Physics engine
  + Physics is all basically implemented and just needs to be completely integrated into the collision system. The faked gravity will need to be taken out and replaced with a more permanent version.
* Deni
  + Code Refactoring
    - Finishing physics
  + Refactoring was split among the other team members while I worked on creating more team meetings and better Production reports. Splash screen and main menu debugged, but still don’t completely work. There were some logical errors in my initial code that caused the states to break the game, those have been fixed.

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + Inversion Implementation
    - Combining the inversion settings with our current physics
    - Introducing the collision mechanics to the inversion
    - Implementing collision into the grappling hook mechanics
* Ian
  + Creates test levels
    - Making a larger level to test all the mechanics in at one time
    - Creating/getting graphics for the character and possible enemies/obstacles
    - Checking if any mechanics break the code at any point in the test level
* Brian
  + Respawn mechanics
    - Creating respawn points for with in the levels, so players don’t restart every time they die
    - Adding live/health counters into the game
    - Possibly adding graphics to the game to show the lives/health
* Kai
  + Physics engine
    - Stopping the correct momentum once collision has happened on all sides of the player character
    - Taking out fake gravity and replacing it with a constant force drawing the player down
    - Check for graphic glitches when colliding
* Deni
  + Enemies/ Obstacles
    - Creating a collision box that will hurt the player characters’ health
    - Implement basic movement for an obstacle, most likely just back and forth between two points
    - Small homing objects that follows the player for a short amount of time

**Highlights:**

* First steps towards good communication and first week in a while where everyone accomplished something going towards the goal.

## Risks & Mitigations:

* Going through this week of midterms and into break next week while still communicating and accomplishing tasks on the game.
  + Make sure that everyone accomplishes their homework and studies before tests, then work on as much game as possible. Also, creating more regular communication patterns outside of the team meetings.