**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 9**
* **3/7/17**
* **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 - Yellow

## Progress Against Last Week’s Objectives:

* Alex
  + Checkpoints
    - Made check points for our levels
    - Creating respawn points for with in the levels, so players don’t restart every time they die
* Ian
  + Testing level
    - Checking if any mechanics break the code at any point in the test level
    - Stopping the correct momentum once collision has happened on all sides of the player character
* Brian
  + Art Assets and Lives
    - Adding live/health counters into the game
    - ½ of art assets are completed
* Kai
  + Physics engine
    - Taking out fake gravity and replacing it with a constant force drawing the player down
    - Check for graphic glitches when colliding
* Deni
  + Enemies/ Obstacles
    - Making a larger level to test all the mechanics in at one time

**Additional Accomplishments:**

* N/A

## Next Week’s Objectives:

* Alex
  + FMOD use
    - Possible sound effects
    - Continual game music
    - Updating Check points
* Ian
  + Creates test levels
    - Creating grappling hook mechanics
    - Implementing collision into the grappling hook mechanics
* Brian
  + Map and rest of art
    - Other half of art assets
    - Maps for Alpha and inversion testing
* Kai
  + Pause menu
    - Stopping game state without restarting
    - Displaying some menu for the user to navigate
* Deni
  + Title screen and DigiPen Logo screen completed
    - Creating presentation for Alpha
    - Adding logo on screen
    - Creating simple title screen
    - Credits screen

## Risks & Mitigations:

* Having a working build that is presentable for Alpha next week.
  + Getting a working build for the presentation do by Friday and not messing with that build.