**GAM150 - Weekly Production Report**

# Report Summary:

* **Week 9**
* **3/13/17**
* **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
  + FMOD use
    - Possible sound effects
    - Continual game music
* Ian
  + Creates test levels
    - Creating grappling hook mechanics
    - Implementing collision into the grappling hook mechanics
* Brian
  + Map and rest of art
    - Researched similar games
    - Made penguin sprites the change color with inversion key
    - 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

**Additional Accomplishments:**

* Ian
  + Created inversion of colors that worked with the collision

## Next Week’s Objectives:

* Alex
  + FMOD use
    - More sound effects
    - Updating Check points
* Ian
  + Fixing bugs with grappling hook and collision
    - Making more collision checks for the player character
    - Implementing the math for the grappling hook mechanics
    - Fixing any bugs with the drawing of the grappling hook
* Brian
  + Lives and live display
    - Coding player the player to have lives
    - Creating the conditions to lose lives
    - Attaching the live display to the camera so the player can see it at all times
* Kai
  + Pause and other game menus
    - Creating credits screen
    - Implementing lose and win screens
* Deni
  + Creating objects that hurt the player or at least restart them
    - Coding the objects for the maps
    - Creating a collision check for these objects
    - Implementing them into already existing test levels

## Risks & Mitigations:

* + Continuing to have productive weeks like the last one
    - Continue the multiple weekly meetings and giving smaller tasks so that everyone can finish them and start working on mechanics or other parts of the game that they enjoy.