MILESTONE: Prototype

TEAM NAME: APEX

GAME NAME: APEX

NAME: Yang junseok

JOBS: Producer

DEGREE PROGRAM: RTIS

GAME DESCRIPTION: Our game APEX is a 2D platformer action game to reach the top of the tower by Knocking-back an opponent player.

LINKS: <https://junseokyang@bitbucket.org/apex_gam150/apex-teamwork.git>

WORK DONE

BitBucket Study (4 hours):

I practiced to use Bitbucket such as committing, pushing, pulling, branching and patching. I succeed to file saving.

Meeting Week, Document Preparation(2 to 3 hours):

I met with team member to code communication. also, in meeting with team member, I gave a lot of code idea. and i worked hard for the game document.

Characters clash with the platform (2 to 3 hours):

character should be able to stand on platform.

I made character with the type CustomPysicsObject, therefore, CustomPysicsObject show the effect the walking and collision.

Character Jump (2 to 2:30 hours):

I made Basic Jump using AddForce. Basic Jump is continuous jump so, i decided whether character is jumping or not with characters y velocity.

Platform GhostCollision (2 hours):

When Ghost Collision is y velocity of characters bigger than 0, activating ActiveCollision.

Errors in objects and Platform GhostCollision (4 hours):

When objects passed over the platform overlaps, they solved errors that did not crash well on the platform.

Create a Platform function (40 minutes):

Created only for GhostCollision experiments. GhostCollision

NOTES

APEX's milestones are tailored to the prototype. And the team test manager does his own thing early and helps a lot of the team's code. There is no problem with the team.

TEAM ROSTER

Wonju Jo

Lead Designer

Haewon Shon

Test Manager

Jookyung Lee

Technical Director

Junseok Yang

Producer