# Weekly Production Report

**Team Name: Firework Games**

**Game Name: TBD**

**Report number:** #01

**Report Date:** 11 September 2019

**Upcoming Milestone:**

> **Title:** Engine Proof

> **Date:** 21 September 2019

**High Concept:**

A Sentient Magnet who got lost and is finding its way home.

**Producer Name: John Wang Yidi**

**Producer Email: w.yidi@digipen.edu.sg**

**Overall Status: Green**

- Red, Yellow, Green, Silver, or Gold (Green = on track, Yellow = behind, Red = in trouble; Silver = ahead, Gold = shipped)
- Week At A Glance: We were working mostly on graphics
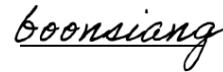
**Team Rosters and Signatures:**

**Ong Yong Zheng**

    Major: BAGD
    Championing/Responsibilities:  Prototype, Mechanics
    DigiPen Email: Yongzheng.o@digipen.edu

**Leok Boon Siang**

    Major: BAGD
    Championing/Responsibilities: Narrative, UI
    DigiPen Email: B.leok@digipen.edu

**Tan Xing Hao**

    Major: BFA
    Championing/Responsibilities: Art characters, Art Concept, Art Environment
    DigiPen Email: xinghao.tan@digipen.edu

**Tan Yong Wee**

    Major: RTIS
    Championing/Responsibilities: Engine architecture, Object Factory
    DigiPen Email: yongwee.tan@digipen.edu

**Calvin Boey Siu Hoe**

    Major: BSGD
    Championing/Responsibilities: Rendering, Windows, Math
    DigiPen Email: s.boey@digipen.edu

**Wang YiDi**

 Major: BSGD

 Championing/Responsibilities: Physics/Collision, AI

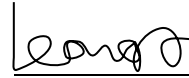 DigiPen Email: w.yidi@digipend.edu

**Leong Jun Ming**

 Major: BSGD

 Championing/Responsibilities: Input, Serialization, Level Editor (TBD)

 DigiPen Email: l.junming

# Ong Yong Zheng : Report

# Team Grade: 10

## PREVIOUS WEEK – ACCOMPLISHMENTS

| TASK | HOURS SPENT | PERCENTAGE COMPLETED | REMARKS |
|---|---|---|---|
| Primary Persona | 1 | 100% | |
| Competitors Evaluation | 2 | 100% | |
| Demo- Simple Movement | 2 | 100% | Basic Side-Scroller Controls |
| Research: Brainstorming and development of game idea | 1 | 100% | Done with Boon Siang and Xing Hao, |

## NOT ACCOMPLISHED TASKS

| TASK | REASON |
|---|---|
| | |
| | |

## NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
|---|---|---|---|
| Demo- Core Mechanic | 2 | 1 | Need to let team test out the mechanic |
| Demo- Secondary | 2 | 2 | Need to let team test out the secondary mechanic |

**Leok Boon Siang : Report**

**Team Grade: 10**

## PREVIOUS WEEK – ACCOMPLISHMENTS

| TASK | HOURS SPENT | PERCENTAGE COMPLETED | REMARKS |
|---|---|---|---|
| Research: Personas | 1.5 | 100% | Secondary, Tertiary and Negative Personas |
| Research: Indie Platformers | 1.5 | 100% | 3 Indie Games: Prior, 100% Complete and Duke Dashington |
| Research: Brainstorming and development of game idea | 1 | 100% | Done with Yong Zheng and Xing Hao, |
| Crafting of Storyline | 1 | 20% | Story is still in its base stages and is still liable for change |
| Simple Enemy Ai | 0.5 | 25% | Not integrated into the prototype yet |

### NOT ACCOMPLISHED TASKS

| TASK | REASON |
|---|---|
|  |  |

## NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
|---|---|---|---|
| Presentation: Prepare Presentation Slides | 1 hr | 2 |  |
| Presentation: Mock up of the Main Mechanic | 2 hrs | 1 |  |

**Tan Xing Hao – Report**

**Team Grade: <span style="color:red">10</span>**

## PREVIOUS WEEK – ACCOMPLISHMENTS

| TASK | HOURS SPENT | PERCENTAGE COMPLETED | REMARKS |
|---|---|---|---|
| Research: Brainstorming and development of game idea | 1 | 100% | Done with Yong Zheng and Boon Siang. |
| Research different style renderings and create =/>3 concept pieces as exploration | 10 | 75% | Looked into rendered illustrated, hand-drawn and vector/minimalist styles. Drew up a forest level in different styles to see how I would apply them there. |
| Research character designs based on current attributes and create character silhouettes | 10 | 50% | Looked into various character designs and in the progress of drawing up silhouette designs. |
| Research into colour palette treatment | 3 | 25% | Research was limited to compiling a colour script from the first level to the end level. |

## NOT ACCOMPLISHED TASKS

| TASK | REASON |
|---|---|
| Research into UI treatment | Dedicated my attention to developing rendering styles, character silhouette and design, and colour palette this week and had neglected research into UI as a result. |

## NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
|------|--------------------------|----------|---------|
| Research into UI treatment | 4 | 3 | At minimum, I will have to look into in-game UI style for the first level. |
| Research into colour palette treatment | 4 | 1 | Based on application, I have to be settled on a base palette to work on by next week. |
| Create variations of in-game prototypes | 12 | 2 | I will need to combine my WIP assets to draft out the look of the given level. |

**Tan Yong Wee – Report**

**Team Grade: 10**

### PREVIOUS WEEK – ACCOMPLISHMENTS

| TASK | HOURS SPENT | PERCENTAGE COMPLETED | REMARKS |
|---|---|---|---|
| Framework | 8 | 50% | Ran into some issues regarding the data structure of gameObjects and its container. |
| Research opengl | 10 | 10% | Having difficulties with opengl |

### NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
|---|---|---|---|
| Framework | 8 | 3 | Complete the implementation of the engine framework and integrate with existing systems |
| Graphics API | 4 | 2 | Help other members with graphics |
| Code review | 2 | 1 | Conduct code review with team members |

# Calvin Boey Siu Hoe – Report

# Team Grade: 10

## PREVIOUS WEEK – ACCOMPLISHMENTS

| TASK | HOURS SPENT | PERCENTAGE COMPLETED | REMARKS |
|------|-------------|---------------------|---------|
| Research on OPENGL(Including reading through provided OpenGL sample) | 10 | 80% | Have to go ASC to find GAM200 TA for help regarding certain openGL APIs. |
| Research on OpenGL Shader Language | 6 | 80% | GLSL provided might not be enough for texture loading. TA recommended SOIL to load texture. |
| Math Library Wrapper on GLM | 4 | 20% | Math Lib to wrap the GLM lib as in the future, changing of libraries will not cause major code reformation. |
| Windows Class to integrate WinAPI | 4 | 40% | Need to find out from TA what is needed for config files. |

## NOT ACCOMPLISHED TASKS

| TASK | REASON |
|------|--------|
| Research on OPENGL(Including reading through provided OpenGL sample) | Not stated as completed as there are still parts that are confusing to me. |
| Research on OpenGL Shader Language | GLSL still confusing to me might need more help on what to do with it. Is the given shader enough for rendering not just sprite but texture? |
| Math Library Wrapper on GLM | Priority was researching about openGL. Only downloaded and research abit on GLM, |
| Windows Class to integrate WinAPI | Not enough information on what is needed for configuration files. Finding TA to settle the problem. |

## NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
| --- | --- | --- | --- |
| Graphics System | 10 | 3 | Printing out texture minimally. |
| Math API | 4 | 2 | Needed so that graphics API can work properly in printing. |
| Windows | 6 | 1 | Windows management first so that other stuff can be tested. |

**Wang yidi – Report**

**Team Grade: 10**

| PREVIOUS WEEK – ACCOMPLISHMENTS | | | |
|---|---|---|---|
| **TASK** | **HOURS SPENT** | **PERCENTAGE COMPLETED** | **REMARKS** |
| Reading up on the graphics example given last semester | 8 | 100% | Found some part in the example given unable to understand, already went to ask TA |
| Crafting Schedule | 3 | 100% | Held a meeting for the entire group to discuss on scope of the project, the BAGDs explained their game idea and the parts we need to focus on the engine. Since we are trying to make a physics heavy games, the BAs explained to us how the physics is supposed to work. |
| Export physics and collision from last project to this project | 3 | 20% | The physics and collision is already working, but we need to wait for the tech lead to come up with the system framework, which is expected to be done by this week. I will integrate the physics into his system as a component. Many bugs and errors is expected, thus i only put it as 20%done |
| Helping calvin with graphic | 6 | 50% | Trying to understand what is buffer and vertices. How the graphic works and where swap buffer happens in the code. Currently i am able to print out a moving square on the screen, but we still need to load the texture in. |

| TASK | REASON |
|---|---|
|  |  |
|  |  |

# NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
|---|---|---|---|
| Integrate physics and collision into the system | 10 | 3 | Waiting for system framework to be done by this week, meanwhile im helping with the graphics and windows api. |
| Adjust physics and collision according to game's need | 4 | 3 | The game requires magnetic force, which is stronger if the object is nearer to the character. I already have an idea of how to do it, but may take some time to adjust on the effects. |
| Get graphics to load textures | 6 | 2 | The TA recommended us to use SOIL to load textures, but I still have not figured out how it works. |

**Leong Jun Ming – Report**

**Team Grade: <span style="color:red">10</span>**

| PREVIOUS WEEK – ACCOMPLISHMENTS | | | |
|---|---|---|---|
| **TASK** | **HOURS SPENT** | **PERCENTAGE COMPLETED** | **REMARKS** |
| Created a Basic Working Input system | 12 | 100% | Basic system working. Press, Hold and Release working for all keys. Gets mouse cursor position based on window. Since it's an object, user needs to handle it themselves. Complicated features are not implemented, ie. hotkeys, keybinding, special key presses, etc. |
| Implementing a basic Serialization system | 8 | 50% | Mostly reuses the given GameEngine example, with a few additions/changes - Added constructors/destructor, removed assignments/copy, added a basic load/save interface, Overloaded << for objects using load interface to use the Load pure virtual function. Save is unworked on. Complicated Key mapping and loading from text archive still being conceptualized. |
|  |  |  |  |

| TASK | REASON |
| --- | --- |
| Getting Serialization Save System working | Details on how to are unclear. Rewrite individual files? Save to an archive? etc. (May be used for logging purposes as well) |
| Reworking Serialization Loading | Current system feels simple and stolen personally. While it does the bare minimum, it's not really satisfactory - Make the text file more readable and easier to edit? |

## NEXT WEEK – OBJECTIVES

| TASK | ESTIMATED HOURS REQUIRED | PRIORITY | REMARKS |
| --- | --- | --- | --- |
| Complete Basic Serialization | 10 | 2 | Basic usable loading at least. |
| Integrating currently built Systems into the Engine | 2 | 1 | Need to ensure it works with the other parts of the engine. |
| Studying and Implementation of a Simple Messaging System | 12 | 3 | Basic Messaging System for inter-component(?) communication. |

**Team Risks & Mitigations (optional):** (Risks, and for each risk, ideas/plans for how to address that risk. If you don't have any mitigations, say "None.")

- List the risks and their mitigations here
- Optional: you can also list for major bugs and how to plan for solution

**Number of hours the team worked together during the last week:**

Wang yidi, Calvin Boey has been working together for graphics for 12 hours, we stay back for 3 to 4 days each week and for around 2 to 3 hours.

Team meeting: 4 times, each time 1 to 2 hours

**Code Review:**

No code review yet, we are planning to have a code review by the end of this week, when the system framework is done. We will have a meeting to review each other's code and also integrate out code into the system for engine proof

**Comments (optional):**

- Add any general comment or feedback