

# **D-Sync Production Report**

## **Report Summary:**

- Game Engine
- D-Sync
- Week 04
- Jacob Lim

## **Game Summary:**

- Dragon Attack
- A 2D action platformer set in a medieval fantasy.

## **Team Roster:**

- D-Sync
- Jacob Lim, Producer, Graphics, Game Object, Dragon
- Andrew Chong, Lead Designer, Physics Engine
- Javon Lee, Technical Director, Collision Engine
- William Yoong, Product Manager, AI

## Project Summary:

### Project Status:

- Green

### Upcoming Milestone:

- Engine Proof, Alpha, Beta, Final
- 16 February 2018

### Accomplishments:

Jacob Lim			
Graphics Engine Game Object Dragon	Estimated hours spent	Percentage completed	Remarks
Graphics Engine: Code the Graphics Engine for the Game Engine	20	90%	Slight UV tearing issues, otherwise, completed. Will consult TAs.
Game Object: Code the Game Object base class for the Game Engine Architecture.	6	50%	May need to add data members to it, depending on others' code.
Dragon: Code the player-controlled character.	6	50%	

Andrew Chong			
Physics Engine	Estimated hours spent	Percentage completed	Remarks
Physics Engine: Code the Physics Engine for the game.	7	100%	May have problems based on how it integrates with the collision.

Javon Lee			
Collision Engine	Estimated hours spent	Percentage completed	Remarks
Collision Engine: Code the Collision Engine for the game.	7	80%	Need to figure out algorithm for Circle with Rectangle collision.

William Yoong			
Game State Manager Input Handler Basic AI	Estimated hours spent	Percentage completed	Remarks
Game State Manager: Code the Game State Manager for the game. It manages the handling of each state of the game.	2	100%	
Input Handler: Code the Input Handler. It manages the game's input.	2	90%	
Basic AI: Code basic enemy AI, such as the common grunt or soldier.	11	20%	Need to figure out how to link collision, physics and behavior.

## Objectives:

<b>Jacob Lim</b>		
<b>Game Object Dragon Graphics Engine</b>	<b>Estimated hours required</b>	<b>Remarks</b>
Game Object: Finish up the Game Object base class	5	Will push for more information on what's needed for the base class from my team mates.
Dragon: Complete a working player character which can attack.	10	
Graphics Engine: Fix the UV tearing issue.	4	This is slightly lower priority as the engine has a higher priority right now.

<b>Andrew Chong</b>		
<b>Grunt AI</b>	<b>Estimated hours required</b>	<b>Remarks</b>
Grunt AI: Basic behavior of the common enemy in the game	10	Will need to figure out the behavior of the AI.

<b>Javon Lee</b>		
<b>Collision Engine</b>	<b>Estimated hours required</b>	<b>Remarks</b>
Collision Engine: Proceed on with more advanced collision such as dynamic collision.	10	Research will be conducted to accomplish this task.

<b>William Yoong</b>		
<b>King Arthur AI</b>	<b>Estimated hours required</b>	<b>Remarks</b>
King Arthur AI: Code the behavior of the King Arthur Boss.	10	Need to figure out how to code his behavior.

**Highlights: *(Optional)***

- N/A

**Lowlights: *(Optional especially when the status is yellow or red)***

- N/A

**Risks & Mitigations: *(Optional)***

- N/A

**Code Review:**

- We spent a total of 4 hours reviewing each other's code.

**Under Performing Teammates, for the past week: *(If any)***

- None

**Signatures:**

**Jacob**

*Jacob Lim*

**Andrew**

*ACH*

**Javon**

*J/4*

**William**

*William Yeang Kar Hoang*