# D-Sync Production Report

## Report Summary:
- **Game Idea, GDD, Project Management**
- **D-Sync**
- **Week 03**
- **Jacob Lim**

## Game Summary:
- **Dragon Attack**
- **A 2D action platformer set in a medieval fantasy.**

## Team Roster:
- **D-Sync**
- **Jacob Lim, Producer, Graphics**
- **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 | | | |
|---|---|---|---|
| **Game Idea**<br>**Timeline**<br>**Project Management** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:<br>Generate a game idea for discussions. | 6 | 100% | |
| Timeline:<br>Make a visual timeline for the project. This timeline will show the different milestones and deadlines set for the team. | 2 | 100% | |
| Project Management:<br>By using Github Projects as a substitute for Trello, I have created a platform where our team can assign and keep track of tasks. | 2 | 100% | We are using Github as a mirror server, so I made use of its features. |

| Andrew Chong | | | |
|---|---|---|---|
| **Game Idea**<br>**GDD** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:<br>Generated and discussed various game mechanics and combat balancing. | 4 | 100% | Team discussion |
| GDD:<br>Writing the GDD of the project. | 4 | 100% | All team members assisting me with details |

| Javon Lee | | | |
|---|---|---|---|
| **Game Idea**<br>**GDD**<br>**R&D** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:<br>Generate ideas on Boss behavior. Discuss the projectile movement made by mob A.I. | 1 | 100% | Team discussion |
| GDD:<br>Writing the GDD of the project. | 2 | 20% | Assist Lead Designer with it. |
| R&D<br>Research on collision methods for the game. Research the physics required for the game. | 2 | 20% | Approach TA for help and ask for advice. |

| William Yoong | | | |
|---|---|---|---|
| **Game Idea** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:<br>Gave suggestions on how we can improve, whether we are over scoping etc. | 3 | 100% | Team discussion |

## Objectives:

| Jacob Lim | | |
|---|---|---|
| **Graphics Engine** | **Estimated hours required** | **Remarks** |
| Graphics Engine: Code the basic graphics engine. It has to be good enough for visualization. | 10 | I may have to seek help on how to work with the Alpha Engine. I will be staying back to ask TAs. |

| Andrew Chong | | |
|---|---|---|
| **Physics Engine** | **Estimated hours required** | **Remarks** |
| Physics Engine: Create a basic physics engine with basic functions for gravity. | 10 | |

| Javon Lee | | |
|---|---|---|
| **Collision Engine** | **Estimated hours required** | **Remarks** |
| Collision Engine: Create a basic collision engine with basic functions for collision detection. | 10 | |

| William Yoong | | |
|---|---|---|
| **GSM Input** | **Estimated hours required** | **Remarks** |
| GSM: Create a basic Game State Manager. | 5 | |
| Input: Create a basic input handler. | 5 | |

**Highlights:** *(Optional)*
- N/A

**Lowlights:** *(Optional especially when the status is yellow or red)*
- N/A

**Risks & Mitigations:** *(Optional)*
- N/A

**Code Review:**
- No code yet.

**Under Performing Teammates, for the past week:** *(If any)*
- None

**Signatures:**

**Jacob**

*Jacob Lim*

**Andrew**

*Aciy*

**Javon**

*[signature]*

**William**

*William Yoong Kar Hoong*