D-Sync Production Report

Report Summary:
- **Beta**
- **D-Sync**
- **Week 09, 09 March 2018**
- **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:
- **RED**

Upcoming Milestone:
- **Beta, Final**
- **5 April 2018**

Accomplishments:

Jacob Lim			
Textures **Dragon** **Archer** **Pick Ups** **Audio Engine** **Audio**	**Estimated hours spent**	**Percentage completed**	**Remarks**
Textures: Finished the tutorial text bubbles.	4	95%	
Dragon: Implemented the pick-up system.	2	100%	
Archer: Coded an Archer AI.	4	100%	
Pick UPs: Implemented a Pick-Up system. E.g. Collecting coins and power ups.	2	100%	
Audio Engine: Finished.	2	100%	
Audio: Did some mixing to make audio loop seamlessly. Also made some Foley of the enemies being hit.	4	65%	

Andrew Chong			
Level Design **Game State**	**Estimated hours spent**	**Percentage completed**	**Remarks**
Level Design: Did the level design for stage 1 and coded it.	19	95%	Spent a lot of time debugging for alpha. Will need to extend level 1-2 slightly.
Game State: Implemented the necessary game states for level 1.	1	100%	

Javon Lee			
Main Menu **UI** **Collision**	**Estimated hours spent**	**Percentage completed**	**Remarks**
Main Menu: Made a main menu.	12	90%	More polishing needs to be done. Adding textures to the cursor. Adding feedback when the cursor hovers over the buttons.
UI: Completed.	8	100%	Needs more code optimization. Particle effects can be added to part of the U.I when the Particle System is up.
Collision: Implemented 'snapping' using the object's position.			Faced a lot of problems due to the lack of abstraction in others' code. Currently figuring out the order of checks, approached TAs but they do not seem to be able to help.

William Yoong			
Lancelot	**Estimated hours spent**	**Percentage completed**	**Remarks**
Lancelot: Completed.	8	100%	Just left balancing/tweaking.

Objectives:

Jacob Lim		
Animation **Dragon** **Camera**	**Estimated hours required**	**Remarks**
Animation: Animate the characters.	10	
Dragon: Give invulnerability for a short period of time after getting hit.	1	
Camera: Make sure camera only moves up if character moves up too high.	1	

Andrew Chong		
Level Design	**Estimated hours required**	**Remarks**
Level Design: Increase stage 1-2's length by two. It was too short. Work on the full completed designs for stage two and three.	12	

Javon Lee		
Collision **Score Page** **Pause Menu**	**Estimated hours required**	**Remarks**
Collision: The collision has a bug where the player can fall off the map if travelling too fast.	4	
Score Page: Make a score page to be seen at the end of every level.	4	
Pause Menu: Make a pause menu for the game.	4	

William Yoong		
Particle System Lancelot	**Estimated hours required**	**Remarks**
Particle System: Start work on a particle system.	5	
Lancelot: Balance Lancelot.	2	

Highlights: *(Optional)*
- Power ups are now back in scope and successfully implemented.

Lowlights: *(Optional especially when the status is yellow or red)*
- We are behind schedule. Stage 2 was planned to finish by this week, and stage one is not done well. The levels are too short.
- Currently, we have to improve stage one and finish stage two and three in 3 weeks. This is in addition to improving AI, improving gameplay and play-testing.
- I have already reduced the sub stages from its original 5 to 3. I can't afford to decrease it any further.

Risks & Mitigations: *(Optional)*
- I will be more stringent on enforcing deadlines.
- I will narrow my task prioritization in order to focus on quintessential aspects of the game.

Code Review:
- We spent a total of 8 hours reviewing each other's code.

Under Performing Teammates, for the past week: *(If any)*
- Andrew is not delivering tasks as fast as he should be. He has failed to meet my deadline for both stage one and stage two by an extended margin. This has pushed the schedule back too far.
- Javon is lacking in the code department. I will be giving him more work to do and pushing him to deliver.

Signatures:

Jacob

Jacob Lim

Andrew

ACHM

Javon

[signature]

William

William Yoong Kar Hoong