# D-Sync Production Report

## Report Summary:
- **Game Engine**
- **D-Sync**
- **Week 05**
- **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 | | | |
|---|---|---|---|
| **Dragon<br>Merlin** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Dragon:<br>Code the logic of the player character | 5 | 100% | Finished up the rest of the Dragon code. |
| Merlin:<br>Code the AI of the Merlin Boss. | 10 | 90% | Will add in the collision position updates. |

| Andrew Chong | | | |
|---|---|---|---|
| **Basic AI** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Basic AI:<br>Made basic AI that is capable of patrolling at a fixed location and chasing the player if the player enters their line of sight. | 10 | 90% | Have to finish up last behavior function. |

| Javon Lee | | | |
|---|---|---|---|
| **Collision Engine<br>TDD** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Collision Engine:<br>Code out a function that checks for the Collision between various Game Objects | 4 | 50% | Problem with integration as the function is handling too many other function calls. |
| TDD:<br>Wrote a draft/framework on the TDD | 2 | 50% | |

| William Yoong | | | |
|---|---|---|---|
| Input<br>King Arthur | Estimated<br>hours spent | Percentage<br>completed | Remarks |
| Input:<br>Input system handler | 2 | 100% | Integrated into the system |
| King Arthur:<br>Coded the behavior for king Arthur; hit attacks as well. | 10 | 80% | Need the other systems to be up to test |

## Objectives:

| Jacob Lim | | |
|---|---|---|
| **Merlin**<br>**Dragon**<br>**PPD** | **Estimated hours required** | **Remarks** |
| Merlin:<br>Implement collision and time based velocity. | 5 | |
| Dragon:<br>Implement time based velocity. | 5 | |
| PPD:<br>Write the PPD. | 2 | |

| Andrew Chong | | |
|---|---|---|
| **Engine Proof Level**<br>**Basic AI** | **Estimated hours required** | **Remarks** |
| Engine Proof Level:<br>Make a dummy level for the engine proof | 5 | |
| Basic AI:<br>Finish up the minute details | 5 | |

| Javon Lee | | |
|---|---|---|
| **Collision Engine**<br>**UI**<br>**TDD** | **Estimated hours required** | **Remarks** |
| Collision Engine:<br>Add in functions for dynamic collision between circles and rectangles. | 5 | |
| UI:<br>Coding the UI for the game. | 10 | Will consult TA on how to code if needed. |
| TDD:<br>Write the TDD. | 3 | |

| William Yoong | | |
|---|---|---|
| **Lancelot AI** | **Estimated hours required** | **Remarks** |
| Lancelot AI:<br>Code Lancelot behavior. | 10 | |

**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**

*ACHM*

**Javon**

*JVA*

**William**

*William Yoong Kar Hoong*