

D-Sync Production Report

Report Summary:

- Alpha
- D-Sync
- Week 07, 02 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:

- Yellow

Upcoming Milestone:

- Alpha, Beta, Final
- 9 March 2018

Accomplishments:

Jacob Lim			
Textures Dragon Merlin Projectile Animation Audio Engine	Estimated hours spent	Percentage completed	Remarks
Textures: Finished drawing dragon. Finished drawing mage. Finished drawing King Arthur. Finished drawing grunt. Finished drawing knight. Finished drawing Merlin. Finished drawing Lancelot. Finished drawing cobblestone seamless texture for platforms and floor. Finished drawing stage 1 BG. Finished drawing stage 2 BG. Finished Main Menu Buttons. Finished Main Menu BG.	12	90%	Getting the right fractal shape for the energy ball in Apophysis took longer than expected.
Dragon: Added functions to add charge for mega fireball attack.	0.5	100%	
Merlin: Fixed a bug with arrow rain.	1	90%	
Projectile: Performed optimization on the code.	1	100%	

Animation: Made an animation class.	2	90%	Will add adjustments once tested with sprite sheets.
Audio Engine: Started on an audio engine using FMOD.	4	30%	Will continue to figure out FMOD. I already have a basic idea.

Andrew Chong			
Level Design	Estimated hours spent	Percentage completed	Remarks
Level Design: 2 Levels have been designed on paper, currently coding them out and implementing functionalities like destructible environments and enemy placements.	7	70%	

Javon Lee			
Level Importer	Estimated hours spent	Percentage completed	Remarks
<p>Level Importer: Finished function to import text file into array.</p> <p>Working on function to convert the positions in the array to global positions to be used for Object constructors.</p> <p>Finished the function to initialize game objects based on the imported array.</p>	6	90%	<p>Idea for Level Editor discarded as it takes too much time.</p> <p>Need to optimize the conversion function to allow the objects to be rendered correctly.</p>

William Yoong			
King Arthur Mage Lancelot	Estimated hours spent	Percentage completed	Remarks
King Arthur: Finished.	10	100%	Completed. Will try to clean up/make code better when I find time.
Mage: Finished.	7	100%	Completed. Should have no problems.
Lancelot: Normal behavior is complete. Working on attack mechanics at the moment.	7	60%	There are 3 mechanics left to do, with 1 advance mechanic for phase 2. Intending to Professor Elie or a TA to ask for help regarding that aspect.

Objectives:

Jacob Lim		
Animation Audio Engine	Estimated hours required	Remarks
Animation: Continue to polish animation class.	4	
Audio Engine: Continue to work on the audio engine.	5	

Andrew Chong		
Level Design	Estimated hours required	Remarks
Continue design on other levels and start to implement functionalities for the environment.	10	May require less time for the actual programming of levels if the level importer to implemented.

Javon Lee		
Level Importer Menu	Estimated hours required	Remarks
Level Importer Fix the conversion functions.	1	Have to trial and error and discuss with the lead designer on the scale of the map.
Menu Start designing a main menu.	10	

William Yoong		
Lancelot (Boss) Score Screen Knight AI	Estimated hours required	Remarks
Lancelot: Finish up his attack mechanics.	10	Need guidance on how to approach the phase 2 attack mechanic. Planning to ask Prof Elie/TA.
Score Screen: Do up a score screen state to show the player achievements in that stage.	4	
Knight AI Do up the third basic mob AI for game.	10	

Highlights: *(Optional)*

- N/A

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

- Stage 1 still has not finished coding.
- Level Importer still having problems.

Risks & Mitigations: *(Optional)*

- No new mitigations.
- There is a risk the level importer may not work out.

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