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:
- **<mark>Engine Proof</mark>, 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:

Jacob Lim		
Game Object Dragon Graphics Engine	**Estimated hours required**	**Remarks**
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.

Andrew Chong		
Grunt AI	**Estimated hours required**	**Remarks**
Grunt AI: Basic behavior of the common enemy in the game	10	Will need to figure out the behavior of the AI

Javon Lee		
Collision Engine	**Estimated hours required**	**Remarks**
Collision Engine: Proceed on with more advanced collision such as dynamic collision.	10	

William Yoong		
King Arthur AI	**Estimated hours required**	**Remarks**
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

ACHM

Javon

William

William Yoong Kar Hoong