

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 Merlin	Estimated hours spent	Percentage completed	Remarks
Dragon: Code the logic of the player character	5	100%	Finished up the rest of the Dragon code.
Merlin: 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: 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 TDD	Estimated hours spent	Percentage completed	Remarks
Collision Engine: 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: Wrote a draft/framework on the TDD	2	50%	

William Yoong			
Input King Arthur	Estimated hours spent	Percentage completed	Remarks
Input: Input system handler	2	100%	Integrated into the system
King Arthur: 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 Dragon	Estimated hours required	Remarks
Merlin: Implement collision and time based velocity.	5	
Dragon: Implement time based velocity.	5	

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

Javon Lee		
Collision Engine UI	Estimated hours required	Remarks
Collision Engine: Add in functions for dynamic collision between circles and rectangles.	5	
UI: Coding the UI for the game.	10	Will consult TA on how to code if needed.

William Yoong		
Lancelot AI	Estimated hours required	Remarks
Lancelot AI: Code the behavior for Lancelot.	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

ACH

Javon

J/4

William

William Yeang Kar Hoang