

D-Sync Production Report

Report Summary:

- Alpha
- D-Sync
- Week 06, 16 February 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:

- Green

Upcoming Milestone:

- Alpha, Beta, Final
- 9 March 2018

Accomplishments:

Jacob Lim			
Merlin Platforms PPD	Estimated hours spent	Percentage completed	Remarks
Merlin: Fix a bug in arrow rain, where an arrow renders out of place.	2	80%	
Platforms: Implemented logic for player to stand on platforms.	5	100%	
PPD: Finished the PPD.	3	100%	

Andrew Chong			
Basic AI Level Design	Estimated hours spent	Percentage completed	Remarks
Basic AI: Completed the logic for the basic AI to enter and exit the patrol state.	5	100%	
Level Design: Completed the level for engine proof, started work on the various levels for the game.	3	10%	Will draw out the rest of the level on paper until level editor is completed.

Javon Lee			
Collision Engine TDD	Estimated hours spent	Percentage completed	Remarks
Collision Engine: Fixed all dynamic collision bugs and aided in implementing it in different game objects	3	100%	
TDD: Completed TDD	5	100%	

William Yoong			
Lancelot King arthur	Estimated hours spent	Percentage completed	Remarks
Lancelot: Behavior structure for Lancelot. Basic attacks, and phase 1 mechanic	6	50%	
King Arthur: Integrated collision to all of king Arthur attacks and movement.	8	90%	Need to add phase 2

Objectives:

Jacob Lim		
Merlin Dragon Textures	Estimated hours required	Remarks
Merlin: Fix a bug with Arrow Rain.	5	
Dragon: Balance jump strength.	1	
Textures: Draw the textures to be used in the game.	10	

Andrew Chong		
Level Design	Estimated hours required	Remarks
Level Design: To plan and draw out the levels on paper.	10	

Javon Lee		
Level Editor Grid collision	Estimated hours required	Remarks
Level Editor: Create a game state that is for level editing and generation.	10	Would employ methods taught in CS230 for importing from a text file.
Grid collision: Using the imported .txt file data to initialize and form a binary collision 2D array to test for static collisions.	5	

William Yoong		
Mega Knight Mage King Arthur	Estimated hours required	Remarks
Mega Knight: Code behavior and attack logic.	5	
Mage: Code behavior and attack logic.	5	
King Arthur: Code phase 2.	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 6 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