

D-Sync Production Report

Report Summary:

- Beta
- D-Sync
- Week 11, 23 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:

- **RED**

Upcoming Milestone:

- **Beta**, Final
- 5 April 2018

Accomplishments:

Jacob Lim			
Animation Particle System Dragon Camera	Estimated hours spent	Percentage completed	Remarks
Animation: Animated all the characters.	8	100%	
Particle System: Implemented mechanism for rotating surface emission. Added in Attenuation for Newton field.	4	100%	
Dragon: Fixed double jump problem. Fixed Mega Fireball size.	2	100%	
Camera: Camera now moves up or down only when it has to.	3	100%	

Andrew Chong			
Level Design	Estimated hours spent	Percentage completed	Remarks
Level Design: Levels have been implemented.	20	100%	
Level Design: Halfway through enemy and item placement.	5	50%	

Javon Lee			
Static object Collision Pause Menu	Estimated hours spent	Percentage completed	Remarks
Static object Collision: Implemented a new object to represent static objects and use hotspots to detect the direction of collision.	12	90%	Consulted TAs and Instructor on how to fix the collision bug.
Pause Menu: Made a class to encapsulate all the objects needed for a pause menu.	5	60%	Requires more testing.

William Yoong			
King Arthur Stage 3 King Arthur Particle Effects Particle System SFX	Estimated hours spent	Percentage completed	Remarks
King Arthur: Completed king Arthur. Added phase 3 to king Arthur. Clean up the code to look neater. Fix bugs in phase 2.	12	90%	Need to add music and animation for it to be fully completed.
Stage 3 King Arthur: Did up the stage to test out king Arthur.	2	100%	
Particle Effects: Added various particle effects for the game. List of particle effects done: <ul style="list-style-type: none"> - Mega fireball charge - King Arthur healing - Colliding with a coin 	3	80%	Arondight particle effect is 50% done for Lancelot.
Particle System: Added newton to particle system. Added a RNG formula to particle system. Created a box emitter for particle system.	4	100%	
SFX: Found songs for the game.	2	80%	

Objectives:

Jacob Lim		
Animation	Estimated hours required	Remarks
Animation: Pack the animations into a sprite sheet. Code the animations in.	10	

Andrew Chong		
Level Design	Estimated hours required	Remarks
Level Design: Work on implementing the design for stage three. Finish enemy and item placements for stage 2.	30	

Javon Lee		
Score Page Pause Menu Static Game Object Manager UI	Estimated hours required	Remarks
Score Page: Make a score page to be seen at the end of every level.	8	
Pause Menu: Finish up the pause menu.	4	
Static Game Object Manager: Creation of game objects.	10	Need to make sure that it can be integrated in every Game State levels.
U.I: Improve the U.I to allow more than max health pickups. Replace the fire on the tail with particle system.	10	

William Yoong		
Particle Effects King Arthur Phase 3	Estimated hours required	Remarks
Particle Effects: Create particle effects.	12	Need to create the different behavior for different usage.

Highlights: *(Optional)*

- None.

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

- We are still behind schedule.

Risks & Mitigations: *(Optional)*

- None

Code Review:

- We spent a total of 3 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