

# **D-Sync Production Report**

## **Report Summary:**

- Beta
- D-Sync
- Week 12, 30 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 Merlin	Estimated hours spent	Percentage completed	Remarks
Animation: Implemented animation for Dragon and Archer. Merlin yet to be implemented.	4	66%	
Particle System: Updated a function to improve functionality.	0.5	100%	WarmUp function can now take in a function to update behavior.
Dragon: Changed the constructor to take in position.	0.5	100%	
Merlin: Fixed a bug causing an error.	0.5	100%	

Andrew Chong			
Level Design	Estimated hours spent	Percentage completed	Remarks
Level Design: Implemented level 3.	8	100%	
Level Design: Placed items and enemies.	6	40%	

Javon Lee			
Collision	Estimated hours spent	Percentage completed	Remarks
Collision: Fixing collision bugs in the game.	12	80%	Identified the issue with the bugs but currently no viable solution to fix it. Will approach instructor/TAs for assistance in this.

William Yoong			
Credits Score Page Particle Effects	Estimated hours spent	Percentage completed	Remarks
Credits: Finished the credits page.	2	100%	
Score Page: Finished up the score page.	3	100%	
Particle Effects: Integrated particle effects to King Arthur and Lancelot.	5	100%	

## Objectives:

<b>Jacob Lim</b>		
<b>Animation Textures</b>	<b>Estimated hours required</b>	<b>Remarks</b>
Animation: Implement Merlin's animation.	2	
Textures: Add in extra textures.	5	Have to fix the trees.

<b>Andrew Chong</b>		
<b>Level Design</b>	<b>Estimated hours required</b>	<b>Remarks</b>
Level Design: Finish placing item and enemies.	10	
Level Design: Balance the levels.	10	

<b>Javon Lee</b>		
<b>UI Main Menu Pause Menu</b>	<b>Estimated hours required</b>	<b>Remarks</b>
UI: Make some improvements.	10	
Main Menu: Update the main menu to have a credits button.	2	
Pause Menu: Finish up the pause menu.	10	

<b>William Yoong</b>		
<b>Animation Sound</b>	<b>Estimated hours required</b>	<b>Remarks</b>
Animation: Implement animation for the AI.	5	
Sound: Implement sound for AI.	4	

**Highlights: *(Optional)***

- None.

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

- We are still behind schedule.
- Levels are still not done. Hence the video production is also delayed.
- Collision bugs still not fixed.
- Pause Menu is still not done.

**Risks & Mitigations: *(Optional)***

- (Jacob, Producer) I'll be taking over the video production from the Product Manager. I can edit and pump out videos relatively fast because I have done this before in Polytechnic (graduated from Visual Effects).

**Code Review:**

- We spent a total of 2 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*