

D-Sync Production Report

Report Summary:

- Beta
- D-Sync
- Week 10, 16 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	Estimated hours spent	Percentage completed	Remarks
Animation: Animated the player character and an enemy, Mage.	2	20%	
Particle System: Made a particle system.	8	80%	William will be working on this as well.
Dragon: Dragon gets invulnerability for a while after getting hit.	1	100%	

Andrew Chong			
Level Design Game State	Estimated hours spent	Percentage completed	Remarks
Level Design: Finished designing levels 2-1, 2-2, 3-1, and 3-2.	12	100%	Will need to spend time to rework levels according to input from team and begin to implement.
Game State: Implemented the necessary game states for level 1.	1	100%	

Javon Lee			
Floor Collision	Estimated hours spent	Percentage completed	Remarks
Floor collision: Spent a lot of time debugging due to the change in Sprite constructor.	5	20%	

William Yoong			
Particle System Particle Effects	Estimated hours spent	Percentage completed	Remarks
Particle System: Edit the particle system to make it neater/efficient.	2	100%	
Particle Effects: Created particle effects for different usage.	5	40%	Need to get the behavior right.

Objectives:

Jacob Lim		
Animation	Estimated hours required	Remarks
Animation: Animate the characters.	10	Continue animating the characters.

Andrew Chong		
Level Design	Estimated hours required	Remarks
Level Design: Increase all the stage length by two. Work on implementing the design for stage two.	15	

Javon Lee		
Score Page Pause Menu Static Game Object Manager	Estimated hours required	Remarks
Score Page: Make a score page to be seen at the end of every level.	4	
Pause Menu: Make a pause menu for the game.	6	
Static Game Object Manager: Creation of game objects.	10	Need to make sure that it can be integrated in every Game State levels.

William Yoong		
Particle Effects King Arthur Phase 3	Estimated hours required	Remarks
Particle Effects: Create particle effects.	8	Need to create the different behavior for different usage.
King Arthur Phase 3: Add a new mechanic to make the boss more interesting. KA will spawn 4 swords in the sky, rotate them to find the direction to the player and launch at him.	10	Need to figure out the math for the mechanic, i.e. calculating the direction to the AI, doing a circle to AABB collision.

Highlights: *(Optional)*

- We have a working particle system.

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

- Not much work was done this week. Admittedly, this is in part due to other assignments.
- We are still behind schedule.
- Bugs were not fixed.

Risks & Mitigations: *(Optional)*

- None

Code Review:

- We spent a total of 2 hours reviewing each other's code.

Under Performing Teammates, for the past week: *(If any)*

- Javon did not meet the deadline for fixing collision bugs and also the pause and score screen was not done.

Signatures:

Jacob

Jacob Lim

Andrew

ACH

Javon

J/4

William

William Yeang Kar Hoang