D-Sync Production Report

Report Summary:
- **Alpha**
- **D-Sync**
- **Week 07, 23 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:
- **Yellow**

Upcoming Milestone:
- **Alpha, Beta, Final**
- **9 March 2018**

Accomplishments:

Jacob Lim			
Dragon Texture Merlin	**Estimated hours spent**	**Percentage completed**	**Remarks**
Dragon Texture: Drew the Dragon's head.	2	10%	
Merlin: Refactored and segmented code.	1	90%	

Andrew Chong			
Level Design	**Estimated hours spent**	**Percentage completed**	**Remarks**
Level Design: Drew out the layout of the game.	2	40%	Need to speck with Michael/TAs to discuss level design.

Javon Lee			
Level Editor	**Estimated hours spent**	**Percentage completed**	**Remarks**
Level Editor: Work out a draft level editor.	2	10%	Still in the testing phase, might need to approach TAs for help.

William Yoong			
King Arthur	**Estimated hours spent**	**Percentage completed**	**Remarks**
Phase 2: Second phase of King Arthur.	5	20%	Having problems with handling the mobs that are being spawned when king Arthur heals. Will approach a TA for assistance.

Objectives:

Jacob Lim		
Merlin **Dragon Texture**	**Estimated hours required**	**Remarks**
Merlin: Fix a bug in Arrow Rain where the arrows (sometimes) do not fall intermittently.	5	May redo the whole code.
Dragon Texture: Finish drawing the dragon.	10	

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

Javon Lee		
Level Editor **Menu**	**Estimated hours required**	**Remarks**
Level Editor: To complete the level editor by the end of the week	10	Has to be usable by lead designer to allow him to implement his level designs.
Menu: To make a working menu with the necessary options	5	Need help with implementing text objects.

William Yoong		
King Arthur **Mob AI**	**Estimated hours required**	**Remarks**
King Arthur: Finish King Arthur	8	Left with phase 2. Need to limit the boundaries king Arthur can move. Update the mobs that are being spawned on that map.
Mob AI: Start on the other Mob AI	10	Work on Mage.

Highlights: *(Optional)*
- N/A

Lowlights: *(Optional especially when the status is yellow or red)*
- Level design is progressing too slowly.
- Level editor may help but if it can't be done within the week, it will be dropped to save time.

Risks & Mitigations: *(Optional)*
- I have reduced the number of sub-stages from 5 to 3.
- There are still 3 main stages.

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

ACM

Javon

William

William Yoong Kar Hoong