**D-Sync Production Report**

**Report Summary:**

* **Game Idea, GDD, Project Management**
* **D-Sync**
* **Week 03**
* **Jacob Lim**

**Game Summary:**

* **Dragon Attack**
* **A 2D action platformer set in a medieval fantasy.**

**Team Roster:**

* **D-Sync**
* **Jacob Lim, Producer, Graphics**
* **Andrew Chong, Lead Designer, Physics Engine**
* **Javon Lee, Technical Director, Collision Engine**
* **William Yoong, Product Manager, AI**

**Project Summary:**

**Project Status:**

* **Green**

**Upcoming Milestone:**

* **Engine Proof, Alpha, Beta, Final**
* **16 February 2018**

**Accomplishments:**

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| **Jacob Lim** | | | |
| **Game Idea**  **Timeline**  **Project Management** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:  Generate a game idea for discussions. | 6 | 100% |  |
| Timeline:  Make a visual timeline for the project. This timeline will show the different milestones and deadlines set for the team. | 2 | 100% |  |
| Project Management:  By using Github Projects as a substitute for Trello, I have created a platform where our team can assign and keep track of tasks. | 2 | 100% | We are using Github as a mirror server, so I made use of its features. |

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| **Andrew Chong** | | | |
| **Game Idea**  **GDD** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:  Generated and discussed various game mechanics and combat balancing. | 4 | 100% | Team discussion |
| GDD:  Writing the GDD of the project. | 4 | 100% | All team members assisting me with details |

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| **Javon Lee** | | | |
| **Game Idea**  **GDD**  **R&D** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:  Generate ideas on Boss behavior. Discuss the projectile movement made by mob A.I. | 1 | 100% | Team discussion |
| GDD:  Writing the GDD of the project. | 2 | 20% | Assist Lead Designer with it. |
| R&D  Research on collision methods for the game. Research the physics required for the game. | 2 | 20% | Approach TA for help and ask for advice. |

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| **William Yoong** | | | |
| **Game Idea** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Game Idea:  Gave suggestions on how we can improve, whether we are over scoping etc. | 3 | 100% | Team discussion |

**Objectives:**

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| **Jacob Lim** | | |
| **Graphics Engine** | **Estimated hours required** | **Remarks** |
| Graphics Engine:  Code the basic graphics engine. It has to be good enough for visualization. | 10 | I may have to seek help on how to work with the Alpha Engine. I will be staying back to ask TAs. |

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| **Andrew Chong** | | |
| **Physics Engine** | **Estimated hours required** | **Remarks** |
| Physics Engine:  Create a basic physics engine with basic functions for gravity. | 10 |  |

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| **Javon Lee** | | |
| **Collision Engine** | **Estimated hours required** | **Remarks** |
| Collision Engine:  Create a basic collision engine with basic functions for collision detection. | 10 |  |

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| **William Yoong** | | |
| **GSM**  **Input** | **Estimated hours required** | **Remarks** |
| GSM:  Create a basic Game State Manager. | 5 |  |
| Input:  Create a basic input handler. | 5 |  |

**Highlights: *(Optional)***

* N/A

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

* N/A

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

* N/A

**Code Review:**

* No code yet.

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

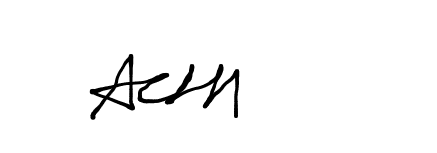
* None

**Signatures:**

**Jacob**

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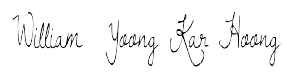
**Andrew**

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**Javon**

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**William**

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