**D-Sync Production Report**

**Report Summary:**

* **Game Engine**
* **D-Sync**
* **Week 05**
* **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:**

* **Green**

**Upcoming Milestone:**

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

**Accomplishments:**

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| **Jacob Lim** | | | |
| **Dragon**  **Merlin** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Dragon:  Code the logic of the player character | 5 | 100% | Finished up the rest of the Dragon code. |
| Merlin:  Code the AI of the Merlin Boss. | 10 | 90% | Will add in the collision position updates. |

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| **Andrew Chong** | | | |
| **Basic AI** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Basic AI:  Made basic AI that is capable of patrolling at a fixed location and chasing the player if the player enters their line of sight. | 10 | 90% | Have to finish up last behavior function. |

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| **Javon Lee** | | | |
| **Collision Engine**  **TDD** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Collision Engine:  Code out a function that checks for the Collision between various Game Objects | 4 | 50% | Problem with integration as the function is handling too many other function calls. |
| TDD:  Wrote a draft/framework on the TDD | 2 | 50% |  |
| **William Yoong** | | | |
| **Input**  **King Arthur** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Input:  Input system handler | 2 | 100% | Integrated into the system |
| King Arthur:  Coded the behavior for king Arthur; hit attacks as well. | 10 | 80% | Need the other systems to be up to test |

**Objectives:**

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| **Jacob Lim** | | |
| **Merlin**  **Dragon**  **PPD** | **Estimated hours required** | **Remarks** |
| Merlin:  Implement collision and time based velocity. | 5 |  |
| Dragon:  Implement time based velocity. | 5 |  |
| PPD:  Write the PPD. | 2 |  |

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| **Andrew Chong** | | |
| **Engine Proof Level**  **Basic AI** | **Estimated hours required** | **Remarks** |
| Engine Proof Level:  Make a dummy level for the engine proof | 5 |  |
| Basic AI:  Finish up the minute details | 5 |  |

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| **Javon Lee** | | |
| **Collision Engine**  **UI**  **TDD** | **Estimated hours required** | **Remarks** |
| Collision Engine:  Add in functions for dynamic collision between circles and rectangles. | 5 |  |
| UI:  Coding the UI for the game. | 10 | Will consult TA on how to code if needed. |
| TDD:  Write the TDD. | 3 |  |

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| **William Yoong** | | |
| **Lancelot AI** | **Estimated hours required** | **Remarks** |
| Lancelot AI:  Code Lancelot behavior. | 10 |  |

**Highlights: *(Optional)***

* N/A

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

* N/A

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

* N/A

**Code Review:**

* We spent a total of 4 hours reviewing each other’s code.

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

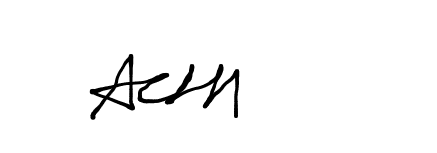
* None

**Signatures:**

**Jacob**

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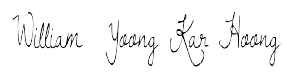
**Andrew**

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**Javon**

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**William**

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