**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:**

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| **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% |  |

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| **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. |

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| **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. |

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| **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:**

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| **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 |  |

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

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| **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. |

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| **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)***

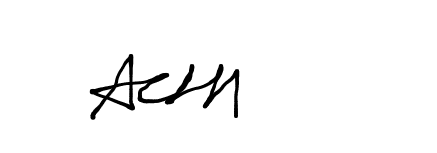
* None

**Signatures:**

**Jacob**

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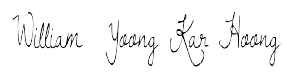
**Andrew**

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**Javon**

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**William**

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