**D-Sync Production Report**

**Report Summary:**

* **Alpha**
* **D-Sync**
* **Week 07, 02 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:**

* **Yellow**

**Upcoming Milestone:**

* **Alpha, Beta, Final**
* **9 March 2018**

**Accomplishments:**

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| **Jacob Lim** | | | |
| **Textures**  **Dragon**  **Merlin**  **Projectile**  **Animation**  **Audio Engine** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Textures:  Finished drawing dragon.  Finished drawing mage.  Finished drawing King Arthur.  Finished drawing grunt.  Finished drawing knight.  Finished drawing Merlin.  Finished drawing Lancelot.  Finished drawing cobblestone seamless texture for platforms and floor.  Finished drawing stage 1 BG.  Finished drawing stage 2 BG.  Finished Main Menu Buttons.  Finished Main Menu BG. | 12 | 90% | Getting the right fractal shape for the energy ball in Apophysis took longer than expected. |
| Dragon:  Added functions to add charge for mega fireball attack. | 0.5 | 100% |  |
| Merlin:  Fixed a bug with arrow rain. | 1 | 90% |  |
| Projectile:  Performed optimization on the code. | 1 | 100% |  |
| Animation:  Made an animation class. | 2 | 90% | Will add adjustments once tested with sprite sheets. |
| Audio Engine:  Started on an audio engine using FMOD. | 4 | 30% | Will continue to figure out FMOD. I already have a basic idea. |

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| **Andrew Chong** | | | |
| **Level Design** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
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| **Javon Lee** | | | |
| **Level Editor** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
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| **William Yoong** | | | |
| **King Arthur** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
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**Objectives:**

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| **Jacob Lim** | | |
| **Animation**  **Audio Engine** | **Estimated hours required** | **Remarks** |
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| **Andrew Chong** | | |
| **Level Design** | **Estimated hours required** | **Remarks** |
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| **Javon Lee** | | |
| **Level Editor**  **Menu** | **Estimated hours required** | **Remarks** |
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| **William Yoong** | | |
| **King Arthur Mob AI** | **Estimated hours required** | **Remarks** |
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**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)***

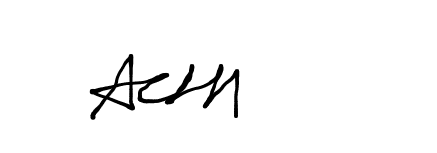
* None

**Signatures:**

**Jacob**

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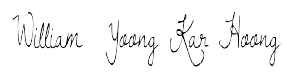
**Andrew**

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**Javon**

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**William**

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