**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** |
| Level Design:  2 Levels have been designed on paper, currently coding them out and implementing functionalities like destructible environments and enemy placements. | 7 | 70% |  |

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| **Javon Lee** | | | |
| **Level Importer** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Level Importer:  Finished function to import text file into array.  Working on function to convert the positions in the array to global positions to be used for Object constructors.  Finished the function to initialize game objects based on the imported array. | 6 | 90% | Idea for Level Editor discarded as it takes too much time.  Need to optimize the conversion function to allow the objects to be rendered correctly. |

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| **William Yoong** | | | |
| **King Arthur**  **Mage**  **Lancelot** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| King Arthur:  Finished. | 10 | 100% | Completed. Will try to clean up/make code better when I find time. |
| Mage:  Finished. | 7 | 100% | Completed. Should have no problems. |
| Lancelot:  Normal behavior is complete.  Working on attack mechanics at the moment. | 7 | 60% | There are 3 mechanics left to do, with 1 advance mechanic for phase 2.  Intending to Professor Elie or a TA to ask for help regarding that aspect. |

**Objectives:**

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| **Jacob Lim** | | |
| **Animation**  **Audio Engine** | **Estimated hours required** | **Remarks** |
| Animation:  Continue to polish animation class. | 4 |  |
| Audio Engine:  Continue to work on the audio engine. | 5 |  |

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| **Andrew Chong** | | |
| **Level Design** | **Estimated hours required** | **Remarks** |
| Continue design on other levels and start to implement functionalities for the environment. | 10 | May require less time for the actual programming of levels if the level importer to implemented. |

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| **Javon Lee** | | |
| **Level Importer**  **Menu** | **Estimated hours required** | **Remarks** |
| Level Importer Fix the conversion functions. | 1 | Have to trial and error and discuss with the lead designer on the scale of the map. |
| Menu  Start designing a main menu. | 10 |  |

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| **William Yoong** | | |
| **Lancelot (Boss)**  **Score Screen**  **Knight AI** | **Estimated hours required** | **Remarks** |
| Lancelot:  Finish up his attack mechanics. | 10 | Need guidance on how to approach the phase 2 attack mechanic. Planning to ask Prof Elie/TA. |
| Score Screen:  Do up a score screen state to show the player achievements in that stage. | 4 |  |
| Knight AI  Do up the third basic mob AI for game. | 10 |  |

**Highlights: *(Optional)***

* N/A

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

* Stage 1 still has not finished coding.
* Level Importer still having problems.

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

* No new mitigations.
* There is a risk the level importer may not work out.

**Code Review:**

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

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

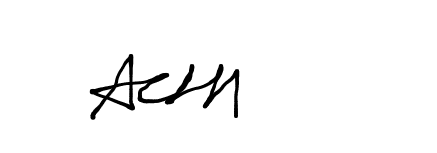
* None

**Signatures:**

**Jacob**

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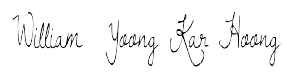
**Andrew**

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**Javon**

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**William**

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