**D-Sync Production Report**

**Report Summary:**

* **Beta**
* **D-Sync**
* **Week 10, 16 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:**

* **RED**

**Upcoming Milestone:**

* **Beta, Final**
* **5 April 2018**

**Accomplishments:**

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| **Jacob Lim** | | | |
| **Animation**  **Particle System**  **Dragon** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Animation:  Animated the player character and an enemy, Mage. | 2 | 20% |  |
| Particle System:  Made a particle system. | 8 | 80% | William will be working on this as well. |
| Dragon:  Dragon gets invulnerability for a while after getting hit. | 1 | 100% |  |

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| **Andrew Chong** | | | |
| **Level Design**  **Game State** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Level Design:  Finished designing levels 2-1, 2-2, 3-1, and 3-2. | 12 | 100% | Will need to spend time to rework levels according to input from team and begin to implement. |
| Game State:  Implemented the necessary game states for level 1. | 1 | 100% |  |

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| **Javon Lee** | | | |
| **Floor Collision** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Floor collision:  Spent a lot of time debugging due to the change in Sprite constructor. | **5** | **20%** |  |

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| **William Yoong** | | | |
| **Particle System Particle Effects** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Particle System:  Edit the particle system to make it neater/efficient. | 2 | 100% |  |
| Particle Effects:  Created particle effects for different usage. | 5 | 40% | Need to get the behavior right. |

**Objectives:**

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| **Jacob Lim** | | |
| **Animation** | **Estimated hours required** | **Remarks** |
| Animation:  Animate the characters. | 10 | Continue animating the characters. |

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| **Andrew Chong** | | |
| **Level Design** | **Estimated hours required** | **Remarks** |
| Level Design:  Increase all the stage length by two.  Work on implementing the design for stage two. | 15 |  |

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| **Javon Lee** | | |
| **Score Page**  **Pause Menu Static Game Object Manager** | **Estimated hours required** | **Remarks** |
| Score Page:  Make a score page to be seen at the end of every level. | 4 |  |
| Pause Menu:  Make a pause menu for the game. | 6 |  |
| Static Game Object Manager:  Creation of game objects. | 10 | Need to make sure that it can be integrated in every Game State levels. |

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| **William Yoong** | | |
| **Particle Effects**  **King Arthur Phase 3** | **Estimated hours required** | **Remarks** |
| Particle Effects:  Create particle effects. | 8 | Need to create the different behavior for different usage. |
| King Arthur Phase 3:  Add a new mechanic to make the boss more interesting. KA will spawn 4 swords in the sky, rotate them to find the direction to the player and launch at him. | 10 | Need to figure out the math for the mechanic, i.e. calculating the direction to the AI, doing a circle to AABB collision. |

**Highlights: *(Optional)***

* We have a working particle system.

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

* Not much work was done this week. Admittedly, this is in part due to other assignments.
* We are still behind schedule.
* Bugs were not fixed.

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

* None

**Code Review:**

* We spent a total of 2 hours reviewing each other’s code.

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

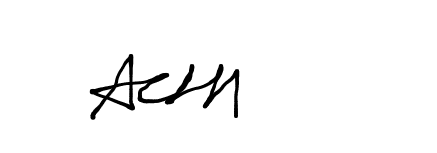
* Javon did not meet the deadline for fixing collision bugs and also the pause and score screen was not done.

**Signatures:**

**Jacob**

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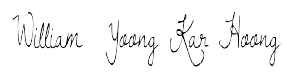
**Andrew**

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**Javon**

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**William**

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