**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:  Did the level design for stage 1 and coded it. | 19 | 95% | Spent a lot of time debugging for alpha. Will need to extend level 1-2 slightly. |
| Game State:  Implemented the necessary game states for level 1. | 1 | 100% |  |

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| **Javon Lee** | | | |
| **Main Menu**  **UI**  **Collision** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
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| **William Yoong** | | | |
| **Lancelot** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
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**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 stage 1-2’s length by two. It was too short.  Work on the full completed designs for stage two and three. | 12 |  |

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| **Javon Lee** | | |
| **Collision**  **Score Page**  **Pause Menu** | **Estimated hours required** | **Remarks** |
| Collision:  The collision has a bug where the player can fall off the map if travelling too fast. | 4 |  |
| 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. | 4 |  |

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| **William Yoong** | | |
| **Particle System**  **Lancelot** | **Estimated hours required** | **Remarks** |
| Particle System:  Start work on a particle system. | 5 |  |
| Lancelot:  Balance Lancelot. | 2 |  |

**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)***

**Code Review:**

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

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

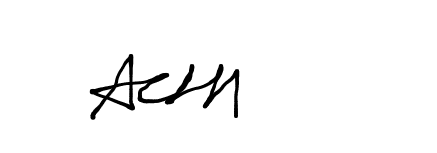
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**Signatures:**

**Jacob**

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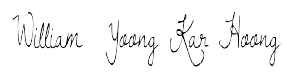
**Andrew**

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**Javon**

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**William**

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