**D-Sync Production Report**

**Report Summary:**

* **Beta**
* **D-Sync**
* **Week 11, 23 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**  **Camera** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Animation:  Animated all the characters. | 8 | 100% |  |
| Particle System:  Implemented mechanism for rotating surface emission.  Added in Attenuation for Newton field. | 4 | 100% |  |
| Dragon:  Fixed double jump problem.  Fixed Mega Fireball size. | 2 | 100% |  |
| Camera:  Camera now moves up or down only when it has to. | 3 | 100% |  |

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| **Andrew Chong** | | | |
| **Level Design** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Level Design:  Levels have been implemented. | 20 | 100% |  |
| Level Design:  Halfway through enemy and item placement. | 5 | 50% |  |

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| **Javon Lee** | | | |
| **Static object Collision**  **Pause Menu** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Static object Collision: Implemented a new object to represent static objects and use hotspots to detect the direction of collision. | 12 | 90% | Consulted TAs and Instructor on how to fix the collision bug. |
| Pause Menu:  Made a class to encapsulate all the objects needed for a pause menu. | 5 | 60% | Requires more testing. |

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| **William Yoong** | | | |
| **King Arthur**  **Stage 3 King Arthur  Particle Effects**  **Particle System**  **SFX** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| King Arthur:  Completed king Arthur.  Added phase 3 to king Arthur. Clean up the code to look neater.  Fix bugs in phase 2. | 12 | 90% | Need to add music and animation for it to be fully completed. |
| Stage 3 King Arthur:  Did up the stage to test out king Arthur. | 2 | 100% |  |
| Particle Effects:  Added various particle effects for the game.  List of particle effects done:   * Mega fireball charge * King Arthur healing * Colliding with a coin | 3 | 80% | Arondight particle effect is 50% done for Lancelot. |
| Particle System:  Added newton to particle system.  Added a RNG formula to particle system.  Created a box emitter for particle system. | 4 | 100% |  |
| SFX:  Found songs for the game. | 2 | 80% |  |

**Objectives:**

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| **Jacob Lim** | | |
| **Animation** | **Estimated hours required** | **Remarks** |
| Animation:  Pack the animations into a sprite sheet.  Code the animations in. | 10 |  |

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| **Andrew Chong** | | |
| **Level Design** | **Estimated hours required** | **Remarks** |
| Level Design:  Work on implementing the design for stage three.  Finish enemy and item placements for stage 2. | 30 |  |

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| **Javon Lee** | | |
| **Score Page**  **Pause Menu Static Game Object Manager**  **UI** | **Estimated hours required** | **Remarks** |
| Score Page:  Make a score page to be seen at the end of every level. | 8 |  |
| Pause Menu:  Finish up the pause menu. | 4 |  |
| Static Game Object Manager:  Creation of game objects. | 10 | Need to make sure that it can be integrated in every Game State levels. |
| U.I:  Improve the U.I to allow more than max health pickups.  Replace the fire on the tail with particle system. | 10 |  |

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| **William Yoong** | | |
| **Particle Effects**  **King Arthur Phase 3** | **Estimated hours required** | **Remarks** |
| Particle Effects:  Create particle effects. | 12 | Need to create the different behavior for different usage. |

**Highlights: *(Optional)***

* None.

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

* We are still behind schedule.

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

* None

**Code Review:**

* We spent a total of 3 hours reviewing each other’s code.

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

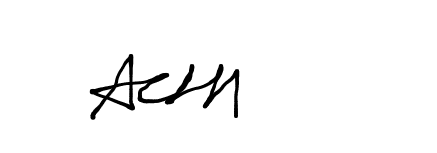
* None.

**Signatures:**

**Jacob**

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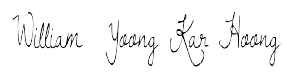
**Andrew**

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**Javon**

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**William**

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