**D-Sync Production Report**

**Report Summary:**

* **Beta**
* **D-Sync**
* **Week 12, 30 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**  **Merlin** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Animation:  Implemented animation for Dragon and Archer. Merlin yet to be implemented. | 4 | 66% |  |
| Particle System:  Updated a function to improve functionality. | 0.5 | 100% | WarmUp function can now take in a function to update behavior. |
| Dragon:  Changed the constructor to take in position. | 0.5 | 100% |  |
| Merlin:  Fixed a bug causing an error. | 0.5 | 100% |  |

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| **Andrew Chong** | | | |
| **Level Design** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Level Design:  Implemented level 3. | 8 | 100% |  |
| Level Design:  Placed items and enemies. | 6 | 40% |  |

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| **Javon Lee** | | | |
| **Collision** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Collision:  Fixing collision bugs in the game. | 12 | 80% | Identified the issue with the bugs but currently no viable solution to fix it. Will approach instructor/TAs for assistance in this. |

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| **William Yoong** | | | |
| **Credits**  **Score Page**  **Particle Effects** | **Estimated hours spent** | **Percentage completed** | **Remarks** |
| Credits:  Finished the credits page. | 2 | 100% |  |
| Score Page:  Finished up the score page. | 3 | 100% |  |
| Particle Effects:  Integrated particle effects to King Arthur and Lancelot. | 5 | 100% |  |

**Objectives:**

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| **Jacob Lim** | | |
| **Animation**  **Textures** | **Estimated hours required** | **Remarks** |
| Animation:  Implement Merlin’s animation. | 2 |  |
| Textures:  Add in extra textures. | 5 | Have to fix the trees. |

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| **Andrew Chong** | | |
| **Level Design** | **Estimated hours required** | **Remarks** |
| Level Design:  Finish placing item and enemies. | 10 |  |
| Level Design:  Balance the levels. | 10 |  |

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| **Javon Lee** | | |
| **UI**  **Main Menu**  **Pause Menu** | **Estimated hours required** | **Remarks** |
| UI:  Make some improvements. | 10 |  |
| Main Menu:  Update the main menu to have a credits button. | 2 |  |
| Pause Menu:  Finish up the pause menu. | 10 |  |

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| **William Yoong** | | |
| **Animation**  **Sound** | **Estimated hours required** | **Remarks** |
| Animation:  Implement animation for the AI. | 5 |  |
| Sound:  Implement sound for AI. | 4 |  |

**Highlights: *(Optional)***

* None.

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

* We are still behind schedule.
* Levels are still not done. Hence the video production is also delayed.
* Collision bugs still not fixed.
* Pause Menu is still not done.

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

* (Jacob; Producer) I’ll be taking over the video production from the Product Manager. I can edit and pump out videos relatively fast because I have done this before in Polytechnic (graduated from Visual Effects).

**Code Review:**

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

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

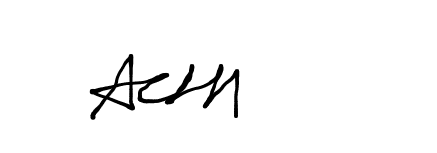
* None.

**Signatures:**

**Jacob**

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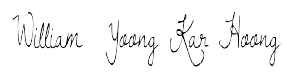
**Andrew**

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**Javon**

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**William**

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