**Lambda Alpacas**

**Redirect**

2D top down puzzle game in which the player manipulates blocks lasers and portals to navigate levels.

ID: A01

**Christian Ayson**

Product Manager

**James Hammond**

Technical Director

**Sawyer Simpson**

Producer

**Alex Torres**

Lead Designer

WEEKLY pRDOUCTION report

WEEK 3 - 5/21/2015

# By: Sawyer Simpson

**Project Status:** Green

**Current Milestone:** Pre-Production Presentation (5/21/2015)

**Accomplishments:**

|  |  |  |  |
| --- | --- | --- | --- |
| TASK | OWNER | sTATUS | COmments |
| Brainstorming | Everyone | 100% | Brainstormed different blocks, lasers, game mechanics, etc… |
| GDD | Alex Torres | 100% | Wrote the entire GDD |
| Basic Level/Character Art | Sawyer Simpson | 40.0% | Basic Background and Foreground |
| Portal Ability | Christian Ayson | 35.0% | Partially finished, can fire two different projectiles |

**Objectives:**

|  |  |  |
| --- | --- | --- |
| TASK | OWNER | COmments |
| Create Presentation | Everyone | Create and practice the presentation |
| Player Movement | James Hammond | Smooth and fluid motion |
| Portal Teleporting | Christian Ayson | Spawn Portals on wall collision and teleport player in correct direction |

**By signing this document, I hereby approve of the content inside this production report:**

Christian Ayson:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sawyer Simpson:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Alex Torres:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

James Hammond:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_