C:\Users\Sawyer\Documents\2015 Summer Semester\GAM 150\Vectoria\Normal.png

**Team 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 4 - 5/28/2015

# By: Sawyer Simpson

**Project Status:** Green

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

**Accomplishments:**

|  |  |  |  |
| --- | --- | --- | --- |
| Status | TASK | Comments | Owner |
| 100% | **Player Movement** | Smooth fluid movement that makes the game feel comfortable. | James Hammond |
| 80% | **Portals** | Portals spawn on wall collision with bullet. Player can portal through to the opposite one. | Christian Ayson |
| 60% | **Block Icons** | Final icon art for: Direction, Bomb, Fire, & Laser. | Sawyer Simpson |
| 50% | **Explosive Blocks (Bomb & Fire Blocks)** | When put together the two blocks become one and start blinking. | Alex Torres |

**Objectives:**

|  |  |  |
| --- | --- | --- |
| TASK | OWNER | COmments |
| Fully Directional Block Moving | James Hammond | Player can latch onto blocks and move them in any of the optional directions that block has. |
| Blocks Through Portals | Christian Ayson | Any block may go through a portal and maintain its correct orientation. |
| Laser Block & Lasers | Alex Torres | Laser blocks correctly spawn lasers out of them and the Lasers collide with objects. |
| Button Tile Switch | Sawyer Simpson | Button switch that does an action once a block is placed on top |
| Final Art for All Blocks and Tiles | Sawyer Simpson | Finish any blocks/tiles. |

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

Christian Ayson:

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Sawyer Simpson:

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Alex Torres:

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James Hammond:

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