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 5 - 6/4/2015

# By: Sawyer Simpson

**Project Status:** Yellow

**Current Milestone:** Engine Proof

**Accomplishments:**

|  |  |  |  |
| --- | --- | --- | --- |
| Status | TASK | Comments | Owner |
| 100% | **Directional Blocks** | Player locks to block and block can only move in the specified direction. | James Hammond |
| 100% | **Portals** | Portals spawn on wall collision with bullet. Player can portal through to the opposite one. | Christian Ayson |
| 75% | **Lasers** | Lasers spawn and are collide able with blocks to stop its beam. | Alex Torres |
| 100% | **Final art for Tile set** | All tiles needed to make a level are done and finalized. | Sawyer Simpson |

**Objectives:**

|  |  |  |
| --- | --- | --- |
| TASK | OWNER | COmments |
| Level Editor | James Hammond | A basic level editor with drag and drop features. All tiles and blocks will be implementable. |
| Blocks Through Portals | Christian Ayson | Any block may go through a portal and maintain its correct orientation. |
| Laser Block | Alex Torres | Laser blocks correctly spawn lasers out of them |
| Button Tile Switch | Sawyer Simpson | Button switch that does an action once a block is placed on top |
| 5 Levels | Alex Torres | 5 basic levels that use a different block type in each level to complete it |
| Main Menu | Sawyer Simpson | A basic main menu with play, controls, credits, and quit buttons. |

**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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