

# **Elaboration Milestone 02: Individual Document**

## **Project Description**

Completing the base design of the game and preparing for the first round of play testing.

### **Current Work**

This milestone I worked on a few bugs I intended to fix, firstly I fixed issues with the players leaving 0 on the z, this is no longer possible, players also no longer collide with each other (this may require throwing to be further optimized), then I fixed issues with the dual buttons (being triggered when both players aren't on them & staying down when a player is on them), next I worked on issues with the postprocessing camera rendering objects that aren't affected by post oddly (pretty sure I have this working for the most part, may require more attention). I also worked on a few new mechanics such as; the camera the orientating its self every time a door is opening to better show case the symbols on the front. During this milestone I worked very closely with the design team to map out certain areas of the level that require the cameras orientation to change to better reveal certain elements of areas, the camera will now re map itself at certain points of the level. I also re wrote the checkpoint scripts to function with both of our players & worked on finalizing the first pass of the UI elements in the game. Lastly, I worked on the boss timer for the final section of the game (this might not 100% even be used).

### **Next Milestone**

Next milestone I intended to continue to finalize issues with the post processing layer (this is a maybe, still looking for potential issues with it), as well as implement place holder effects and particles during the use of certain mechanics. I intended to do that this milestone but unfortunately didn't have time. All mechanics required to finish the level from the design team have been completed, the next milestone I intended to finetune any bugs with them & develop any new mechanics that may be required in the future & implement all sounds & animations. I will also be creating a dialogue/narration system. Bug fixes will be a major part of my job for next milestone (if any present them selves). I also plan to alter the UI and make it a bit flashier, setup a pause menu, credit, and splash screen. Lastly, I will need to develop some sort of lava rising mechanics, this hasn't been completed yet because it isn't super critical and will be easy to execute. (may even be scrapped)

### **Peer Review**

Assess each team member's (including your own) overall contribution to the indicated assignment. Note, that a person's contribution can include some of the following criteria:

- Willingness to be available, in or out of class
- Actual attendance to in or out of class team work sessions
- Maintenance of group communication through email, participating in group discussions, and/or submitting or adding to work in progress
- Dependability to complete designated individual work, as arranged in group meetings, towards assignments
- Overall work quality
- Inclusion of other group members' ideas and content
- Adherence to the to Team Contract

Assessment values must be in the range of 0% – 100 % where 100% indicates that a person has done their fair share of the group work and 0 would indicate the person did absolutely nothing towards the milestone. A brief reason is required if the mark assigned mark is less than 100%.

Team Member	0 – 100(%)	Reasoning
Kaleb	100	I have been working very hard on this project and it has been consuming quite a lot of my time, but I love it. I am very proud of the work I have produced.
Roy	100	I gave Roy a very high percentage because with max needed to take leave during this milestone, Roy really stepped up, covering his work as well as assisting with max.
Max	90	I only gave max a 90 because he wasn't able to produce as much work because of his leave.
Nick	98	Nick received a 98 because he worked very hard this milestone to ensure the first pass of section one is polished.
Devon	98	Devon received a 98 because he did an amazing job producing some really cooling looking particle effects for this milestone. The other art he has been producing has been amazing as well. Devon also put together a very detailed list of all the sounds we will need for next milestone.
Tyler	98	I gave Tyler a 98 because he really produced some impressive work this milestone, the characters he created to replace out placeholders are very impressive in my opinion. Tyler also spent a lot of his time produce some really solid environmental assets.