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8 week (6 Sprint)

* Week 1 (Sprint 1)
* Week 2 (Sprint 2)
* Week 3 (Sprint 3)
* Week 4 (Sprint 4)

Week 1 Report

**Overall**

The first team meeting was conducted to decide on roles for each member.

Project Management: Anh

Sound: Tyler

QA: Tim

Design: Joshua

Business (Documentation): Brian

Art: Lindsey

Conversations about which game genre to implement were done during this week.

Week 2 Report

**Overall**

With all members placed into individual roles, the game genre was decided, and relative sources were uploaded for everyone to see as reference.

**Art / Design**

Began gathering sprites for main character models. The group voted for the most suitable model during the week.

The story line concept or game design concept was still in development during this week, and this was required to be decided first before advancing further into the project.

**Technical (Code)**

The overall base of the game was created at this stage with the genre in mind.

Week 3 Report

**Art / Design**

Questions during the week:

·         How many types of enemies will we have?

·         Will they use different weapons?

·         What type of weapons will they use?

We’ve agreed on placing Net Guns as a more appropriate approach to weapons to the enemy. This will allow us to create a lighter mood for the game. There will be at least one type of both melee and ranged enemy within the game. We are currently in discussion to see if it is appropriate to add a level of difficulty through enemy weapons, ex.) will an AOE attack from Net Cannons be appropriate for a more difficult level?

Art and design will look to finalize the direction of the storyline and overall level designs. This will allow a solid prototype of the game’s art in terms of character modeling and enemy models along with the background.

**Technical (Code)**

Summary of the week:

Mostly dealt with the compatibility of github and unity along with visual studio. Certain parts of Unity Collaboration would not work, and we are finding the right solution for our team. All team members have begun watching in-depth tutorials to implement aspects of the game, ex.) Scene transitions, player movements, scene creations.

Week 4 Report

**Art / Design**

Art and Design have transparent sprites for ranged enemies ready. But because ranged enemies require complicated mechanics such as trajectory and hit boxes, we’ve decided to keep to melee assets for now. Our goal is to ready the animation and sprites for melee enemies by 04/20.

For enemy weaponry, we’ve decided to use a stick as a base level weapon and this weapon will become a baton for upper level enemies such as policemen and military personnel.

A level 1 design is under progress along with the basic storyline and this will be done by 04/16.

The sounds for the game is undergoing development and will be ready as soon as the team is done troubleshooting MAC/Unity compatibility issues.

**Technical (code)**

We are attempting to finish most technical mechanics within the game by 04/20. However, in the worst-case scenario, the team has decided to cut down on the total number of levels from 5 stages to about 2~3 stages due to time constraints. If all else fails, we will divert our game genre and turn the game into a hack n’ slash and have the goose (the main character) defeat countless numbers of enemies including bosses on a single platform before the player makes a mistake and dies.

Scene transition is still in development, and this will most likely be finished by 04/17 ~ 04/18. We initially did not have additional scenes to see if the script works.

 Week 5 Report

**Art / Design**

The game requires animations for player and enemies. One melee enemy sprite is WIP.

**Technical (code)**

Created a game manager object within the main scene to control the camera movements within the scene. The game manager will update scorekeeping per enemy defeat. Implement collaboration between enemies’ death to game manager object to score keep. The team decided a boss figure might not be necessary. The coming week will be dedicated to creating a working prototype for submission.

Week 6 Report

**Overall**

Final wrap-up and troubleshooting of the game was complete. The game is mostly ready to submit with minor bugs that are difficult to reproduce for the user. The game ended up without an actual variety between melee enemies due to shortage of time.

The group is beginning to create a formal presentation of the game developed.

Currently, the following are needed:

* Gameplay Specification
* Design/Architecture Specification
* Daily Progress Logs - there should be individual logs from everyone.
* Postmortem - there should be a postmortem from each member of the group.
* Game Manual
* Concept Document - this is completed already.
* Weekly Reports - this is undergoing completion already.