

Orbital Gauntlet

1/16/16 - 1/22/16

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Team Blunt Force Trauma B10

Jesse Shapiro - Technical Director

Josh Ibrahim - Lead Director

Sawyer Simpson - Producer / Product Manager

# High Concept

# Orbital Gauntlet is a 2d side-scrolling adventure game that features a physics based combat system that allows a player to have multiple attacks based around throwing a ball and punching.

# Current Milestone

1. Engine Proof 2/5/2016

# Accomplishments:

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| --- | --- | --- |
| **Owner** | Description | Comments |
| Jesse Shapiro | Player controller prototyping in zero engine.  Particle system prototyping in zero engine with particle effects:   * Circle explosion * Thruster * Fire on a sprite   Camera Following the player | A simple Velocity based movement controller with a single jump.  A particle system with 3 particle effects and a particle clean up.  The camera follows the player in a flow like manner, not jerky and rigid. |
| Josh Ibrahim | Started GDD.  Prototype player attack scripts: - Throw able ball that comes back  - Melee attacks for left and right hand | Player has a ball that they can throw to the cursor position and it returns back to the player.  A left and right punch system and a combo maker. |
| Sawyer Simpson | Game state manager with levels array for more concise level changing.  3 Basic levels to test multiple level loading and unloading without memory leaks. | Easy implementation of new levels by adding the new level’s functions to the SetLevels function.  Able to load in a 2D tile-map from a textfile in Level\_Load, check positions during Level\_Update and free the tile-map in Level\_Unload |

# Objectives:

|  |  |  |
| --- | --- | --- |
| **Status** | **Owner** | Description |
| Fresh | Jesse Shapiro | * Implement Player controller into Alpha Engine |
| Fresh | Jesse Shapiro | * Implement Floating Camera in Alpha Engine |
| Fresh | Josh Ibrahim | * Implement Player punching into Alpha Engine |
| Fresh | Josh Ibrahim | * Implement Orb Attack into Alpha Engine |
| 90% | Sawyer Simpson | * Finish up Alpha implementation |
| Fresh | Sawyer Simpson | * Begin work on particle system groundwork and clean up game logic update into specific tasks |

# Current Risks/Solutions:

We still only have 3 people on our roster. We have been contacted by 2 people: An RTIS and a BAGD. Also we have posted on the forums saying we are looking for a member.

# New Assets:

No art assets this week. Still discussing character and environment.

# Highlights

With our Zero Engine Prototype we have made a very engaging speed run game using our player controller, particle effects and camera movement.

# Notes:

We have talked with 3 artists and they are fully committed to the game. Bernie, will have a team logo next week, Jessica will design a character ASAP (when we get a final idea done) and Alex will make basic concept environments (again, once we have a final idea)

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

Jesse Shapiro \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Josh Ibrahim \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sawyer Simpson \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_