Project Management Report for Echolocation.

# Group.

Group consists of:

1. Jai Kothari (JK) – P2566248 – Project Manager
2. Oskar Kojder (OK) – P2549004
3. Romans Kononovs (RK) – P2530667
4. Vinushan Vickneswaran (VV) – P2449187

# Gantt Chart

Please see the excel file if this is not clear enough or increase the zoom.



# Weekly Minutes

## Week 1 – Saturday 22nd February 2020

**Present**: JK, OK, RK, VV

**Art –** Delivery on 24/02/2020

Art was assigned to JK as his GDD has most of the images needed. JK also took on the design for the font. Input for some of the designs were given by OK and RK. JK also took on the task of creating all other art that was needed when it was asked for.

**Audio** – Delivery on 25/02/2020

Audio was also assigned to JK. OK, RK and VV would have their input considered as well provide sounds that JK could not or were not suitable.

**Scripts** – Delivery on 29/02/2020

Scripts for the movement of the player and the line system were given to OK who volunteered to produce these. The damage system script was given to RK and finally the menu systems were given to VV.

**Game** – Delivery on 28/03/2020

The group decided to finish the game earlier than the due date as any bugs can be fixed. We all decided to use Discord for further meetings and to talk about the projects as well as help each other. We also decided to use GitHub to work together and work on the project without disrupting anyone else. JK set up the repository with RK adding the to-do tasks and sorting out the repository in general.

**Next Meeting** – Set to be scheduled on 29th February 2020

Confirmed by all.

## Week 2 – Saturday 29th February 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

Everyone has done their asked tasks in time. GitHub was also working for everyone, so everyone had managed to see all work completed by each other and gave constructive criticism to each other.

**Audio –** Delivery on 03/03/2020

VV asked if the title screen should have any music. JK was assigned to create the music.

**Scripts –** Delivery on 07/03/2020

Scripts for the different ground types were given to OK. He said we would have to alter his script for both the line system and the player movement so it may take a little longer. The menu scripts and credit scripts were given to RK.

**Design –** Delivery on 07/03/2020

VV was assigned to design the look of the menu system. He would have to use the assets created by JK.

**Game** – Delivery on 28/03/2020

Test level will be made by RK to make sure most of the items created do work and are able to be interacted with. Font was blurry due to a bug which needs to be fixed.

**Next Meeting** – Set to be scheduled on 07/03/2020

Confirmed by all.

## Week 3 – Saturday 7th March 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

OK is working on fixing bugs with his scripts, however they do work so he will continue to fix them. VV did finish the menus but advise was given on the look of them as well as the interaction animations, so he would continue to improve them.

RK had to work with VV in order to improve the animations and thus improve his code.

JK did make two variants of the music but ultimately the group chose one.

**Art** – Delivery on 14/03/2020

JK was asked to split the shoes up into 512x512 tiles to make them easier to code and scale for.

**Scripts –** Delivery on 14/03/2020

OK was assigned to make the stomp script as his line script could be altered into the stomp. Ok was also assigned the save system. RK was assigned to the Bell Flower script and the Pick-Up script.

**Game** – Delivery on 28/03/2020

The title screen had to link all the other screens so VV and RK was tasked with this.

**Next Meeting** – Set to be scheduled on 14/03/2020

Confirmed by all.

## Week 4 – Saturday 14th March 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

OK has finished all his scripts and the group is happy with them.

RK has finished all his scripts and the group is happy with them.

VV finished the menus but final touch ups will be done by JK.

JK has finished all the art that is needed up to this point.

**Art** – Delivery on 21/03/2020

Everyone in the group has been told to come up with ideas for the levels. The best 9 will be chosen for the final product. Everyone agrees on a week.

**Scripts –** Delivery on 21/03/2020

RK has been assigned the task to do the win script. OK has been assigned to make the sound manager and water scripts.

**Game** – Delivery on 28/03/2020

Uncertainty about the coronavirus has led the speculation that the university may close. This may grant us an extension on our work; however, this is not confirmed. We decided as a group that we will try meet our goal of 28/03/2020.

**Next Meeting** – Set to be scheduled on 21/03/2020

Confirmed by all.

## Week 5 – Saturday 21th March 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

Within the last week, university has closed and has granted every student a 2-week extension on all their coursework. With this in mind, the group decided to carry on he development of the game and add in extra features.

RK finished his script and the group is happy with it.

**Art** – Delivery on 28/03/2020

The group decided to extend the time for the creation of levels by a week.

**Game** – Delivery on TBA

All students are waiting for the lectures to announce the new deadlines.

**Next Meeting** – Set to be scheduled on 28/03/2020

Confirmed by all.

## Week 6 – Saturday 28th March 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

The new deadline has been set on the 22/04/2020. The group decided to finish the project earlier, hopefully by the 18/04/2020.

**Art** – N/A

The group decided on the 9 levels that were the best of all the designs.

**Scripts –** Delivery on 04/04/2020

The scripts for the pause menu and the enemy movement was assigned to RK with help from OK. OK also needs to make a Hide in Playmode script.

**Design** – Delivery on 04/04/2020

JK was assigned to make the levels. RK was assigned to make the Pause menu design as well, with JK making tweaks.

**Game** – Delivery on 22/04/2020

VV started on the final document.

**Next Meeting** – Set to be scheduled on 04/04/2020

Confirmed by all.

## Week 7 – Saturday 4th April 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

VV is still working on the documents. Everyone else has finished their tasks.

**Game** – Delivery on 22/04/2020

The prototype is doe, the next phase is testing. We are all to check the integrity of the game. If there are bugs, we are to note them down and report in the next meeting. If there are quick fixes, they can be made straight away.

**Next Meeting** – Set to be scheduled on 11/04/2020

Confirmed by all.

## Week 8 – Saturday 11th April 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

OK has reported 5 bugs, RK has reported 4 bugs, JK has reported 2 bugs and VV has reported 1 bug. Everyone has made small fixes to the prototype.

**Game** – Delivery on 22/04/2020

The bugs have been assigned to OK and RK with look and feel of the prototype given to JK to make last minute adjustments. VV continues to work on the documentation.

**Next Meeting** – Set to be scheduled on 18/04/2020

Confirmed by all.

## Week 9 – Saturday 18th April 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

Most bugs have been fixed with a one or two remaining that should be sorted by the end of the day.

**Game** – Delivery on 22/04/2020

Everyone has been asked to look over the documents and if there are any problems with them or any alterations that are needed, they must tell the group first.

**Next Meeting** – Set to be scheduled on 20/04/2020

Confirmed by all.

## Week 10 – Monday 20th April 2020

**Present:** JK, OK, RK, VV

**Recap of Previous Week**

Some changes have been made to the documents and the final clean-up of the code and the unity project have been done. Everyone is happy with the final product.

**Game** – Delivery on 22/04/2020

Everyone has been told to play the game one last time to make sure there are no last minute bugs.

**Hand-in** – 21/04/2020

If available.