Gothic Roguelike

**Producer tasks:**

GitHub Manager:

Description: Managing GitHub concerns and merges. Merged the branches when parts were complete.

Deadline: Constant

Est. Hours: 2 hours

Actual Hours: 5 hours

Task Completion: Yes

Task Completion on time: Yes?

Scheduling/Communication:

Description: Assign deadlines and get responses. Facilitate discussion between individuals

Deadline: Constant

Est. Hours: 1 hour

Actual Hours: 2 hours

Task Completion: Yes

Task Completion on time: Yes

Sounds:

Description: Found and added all sound including BGM, item pickup, and damage sounds.

Deadline: Thursday Night

Est. Hours: 2 hours 30 minutes

Actual Hours: 3 hours

Task Completion: Yes

Task Completion on time: Could have been submitted earlier.

Task Management:

Description: Creation of producer report, and designation of tasks and creating deadlines based around it

Deadline: Wednesday Night

Est. Hours:1 hour 30 minutes

Actual Hours: 2 hours

Task Completion: Yes

Task Completion on time: Yes

**Designer tasks:**

Design Doc:

Description: Create the design document and take input from the group to fill out the design document.

Deadline: Tuesday Night

Est. Hours: 6 hours

Actual Hours: 7 hours

Task Completion: Yes

Task Completion on time: Yes

Mechanic/Idea Generation:

Description: Come up with game mechanics and how the game structure works. Decided on the main gameplay loop. Come up with having the player being one-shot, bringing resources into each run, receiving items when defeating enemies.

Deadline: Thursday 2/20/20

Est. Hours: 30 minutes

Actual Hours: 45 minutes

Task Completion: Yes

Task Completion on time: Yes

Playtesting/Balancing:

Description: Test the game and adjust the difficulty accordingly. This involves modifying chances of items spawning, how many hits armor has, and adjusting the health of the different enemies.

Deadline: Up until the due date

Est. Hours: 4 hours

Actual Hours: 4 hours 30 minutes

Task Completion: Yes

Task Completion on time: Yes

Maps:

Description: Designed the maps for the three levels. Used assets created by CK to make the rooms look nice and flow well.

Deadline: Wednesday Afternoon

Est. Hours: 3 hours

Actual Hours: 2 hours

Task Completion: Yes

Task Completion on time: Yes

**Programmer tasks:**

Movement:

Description: Coded movement so the player wouldn't collide with objects.

Deadline: Thursday Night.

Est. Hours: 1 hour

Actual Hours: 1 hour 15 minutes

Task Completion: Yes

Task Completion on time: Yes

Stash:

Description: Coded the stash to be able to store items so they aren't lost when the player dies.

Deadline: Thursday Night.

Est. Hours: 1 hour 30 minutes

Actual Hours: 2 hours

Task Completion: Yes

Task Completion on time: Yes

Damage System:

Description: Programmed a script to cause damage to the object when they collide with a damaging item (the player against enemies, enemies against the sword).

Deadline: Thursday Night.

Est. Hours: 1 hour 15 minutes

Actual Hours: 1 hour

Task Completion: Yes

Task Completion on time: Yes

Enemy and Boss Movement:

Description: Coded enemy movement and causing damage to the player when they collide.

Deadline: Thursday Night.

Est. Hours: 2 hours 30 minutes

Actual Hours: 2 hours

Task Completion: Yes

Task Completion on time: Yes

Pickups:

Description: Coded pickups to benefit the player when they are dropped.

Deadline: Thursday Night.

Est. Hours: 45 minutes

Actual Hours: 30 minutes

Task Completion: Yes

Task Completion on time: Yes

Pickups:

Description: Coded sounds to play at the right times.

Deadline: Thursday Night.

Est. Hours: 30 minutes

Actual Hours: 30 minutes

Task Completion: Yes

Task Completion on time: Yes

Hub Creation:

Description: Created a hub world where the player starts and respawns to.

Deadline: Thursday Night.

Est. Hours: 30 minutes

Actual Hours: 30 minutes

Task Completion: Yes

Task Completion on time: Yes

Pickups:

Description: Coded pickups to benefit the player where they are dropped.

Deadline: Thursday Night.

Est. Hours: 45 minutes

Actual Hours: 30 minutes

Task Completion: Yes

Task Completion on time: Yes

Pickups:

Description: Coded pickups to benefit the player where they are dropped.

Deadline: Thursday Night.

Est. Hours: 45 minutes

Actual Hours: 30 minutes

Task Completion: Yes

Task Completion on time: Yes

**Artist tasks:**

Menu system:

Description: Add the code for menu buttons and the sprites attached. Handle room transitions when it involves buttons. Added an instructions screen as well.

Deadline: Thursday Night

Est. Hours: 1 hour 30 minutes

Actual Hours: 1 hour 30 minutes

Task Completion: Yes

Task Completion on time: Yes

Player Sprite:

Description: Created sprites for the player and coded basic movement and animation.

Deadline: Monday Morning

Est. Hours: 3 hours

Actual Hours: 3 hours 30 minutes

Task Completion: Yes

Task Completion on time: Yes

TileSet:

Description: Created the tilesets for the different levels including the walls and ground. Created aesthetic details in the tilesets as well.

Deadline: Wednesday Night

Est. Hours: 3 hours 30 minutes

Actual Hours: 4 hours

Task Completion: Yes

Task Completion on time: Yes

Enemy Sprites:

Description: Created artwork for the sprites and animated them.

Deadline: Wednesday Night

Est. Hours: 1 hour 30 minutes

Actual Hours: 1 hour 30 minutes

Task Completion: Yes

Task Completion on time: Yes

**Reflections:**

CK B.:

CK produced work throughout the week up to the night of it being due creating three different tilesets, as animated sprites for enemies, torches, and the main player. She also helped come up with the idea to fit well with our prompt and provided insight on how the game could work. She also helped with fixing GitHub when everything got broken and helped me the whole time with everything. She honestly took on two roles the whole time. She delivered what she needed to on time and was dedicated to making things look good as the artist. She communicated well with everyone and ensure that the team was moving forward.

Noah R.:

Noah R. completed his work on the design document early and had everyone check it to make sure that it fit what was needed. He used the tilesets that CK provided to create the three separate areas that split off from the hub. He worked with CK to flesh out the game while in the planning stage and decide the major mechanics of the game. He delivered what he needed to quickly and ensured that it worked with others when needed. He communicated well and ensured that everything was working with GitHub when completing his work.

Noah K:

Noah K. completed his work on coding the night before turning in the assignment. He coded most aspects of the game and made sure everything worked, as well as creating the hub world for the player to respawns in. He ensured everything worked and used the areas given to him to create the game as an MVP. He communicated effectively when asked to and informed every one of his progress towards the end of the project.