**GDD Progress Report**

*Haneul Choi*

**Links**

* **GitHub Repo:** *Post a URL link to your GitHub Repo*
* **YouTube Playlist:** *Post a URL link to the YouTube Playlist for your project*

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# Sprint Report 01

*[10-07 ~ 10-18]*

## Progress List & Dev Log:

*Look at all the tasks you planned to complete this sprint and record which tasks were completed and when. Include any tasks from feedback from your previous sprints, or discovered as you progressed.*

|  |  |  |  |
| --- | --- | --- | --- |
| ***Task results for current Sprint:*** | ***Assigned to:*** | ***Status:*** | ***Date Complete:*** |
| Make Snowman head (player character) | Haneul | Complete | *2024/10/08* |
| Make Snowman body as enemy. | Haneul | Complete | *2024/10/16* |
| Create trace on snow field. | Haneul | Incomplete | - |
| Add a little house. | Haneul | Incomplete | *-* |
| Making it snow on field. | Haneul | Complete | *2024/10/09* |
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|  |  |  |  |

## Screenshots:

*Include 3 to 5 screenshots that shows off your progress and major milestone*

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| --- | --- |
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## Peer Feedback:

|  |  |
| --- | --- |
| Kieran | It’s very easy to fly off the map as is, adding some walls or increasing stage size or something along those lines will help stop that from happening. The camera angle feels very low while playing and you can’t see anything behind you. Enemy hitbox also doesn’t always hit the player |
| Kyle | It’s a cool idea. The health system doesn’t seem to be working as expected, my value went from 100 to 75 after a pickup. Also, if the enemy falls off the edge, there is no death or way out of that. I’m sure that would be implemented in the future. |
| Nathaniel | I really like the premise! Although there’s not a whole lot of things in the game, like obstacles or other mechanics. |

## **Sprint 01: Reflection & Summary (this is done individually)**

Making level snow was achieved easily with particle effect. Other modeling for player character and enemy also went smoothly.

Makings a snow track on the snow field didn’t went well since it involves many features of unity we didn’t covered in class.

Not many insights gained yet since it’s only first sprint of this project and game is barely functioning with basic systems without much mechanics to play with. However, it’s true that I was able to get a little bit more familiar with unity in self.

Most skills I developed in this sprint would be basic modeling and using particle effect in many ways.

Wish to have more mechanics in game on next sprint which involved more programming such as snow tracks and enjoyable level and objectives.

## Next Sprint Task List:

|  |  |  |  |
| --- | --- | --- | --- |
| ***Tasks Planned for next sprint:*** | ***Assigned to:*** | ***Status:*** | ***Date Complete:*** |
| GDD – Setup Wiki website | Haneul | n/a | n/a |
| GDD – Create and fill Page: Overview | Haneul | n/a | n/a |
| GDD – Create and fill Page: Design Pillars | Haneul | n/a | n/a |
| GDD – Create and fill Page: Controls | Name | n/a | n/a |
| GDD – Create and fill Page: Story & Setting | Name | n/a | n/a |
| GDD – Create and fill Page: Market analysis | Name | n/a | n/a |
| GDD – Gather Feedback from peers | Name | n/a | n/a |
|  |  |  |  |