Weekly Production Report

Game: Jump!

Game Concept:

A 2D platformer puzzle game where character Mushroom named "Shroom" collects party soda cans and solve puzzles through avoiding enemies and managing obstacles during his journey to participate a mushroom Kingdom party.

Team Composition:

Producer: Goh Wei Zhe

Technical Director: Dong Yan han

Game Designer: Benjamin Liew

Product & Test Manager: Wong Hong Fu

Project Summary:

Project Status:

- Green

Upcoming Milestone:

- Final Presentation (week 13)

Accomplishments:

Name:	Task & Description	% completed / hours spent	Implemented this week: (Remarks)
Goh Wei Zhe	**Music** - Main Menu, Win Game State, Level 1,2,3 Background music - Power up Music - Mute/Unmute - Increase/Decrease volume	- 100% / 20 hour	**Music:** -Win game state, Level 1,2,3 Background music
	Sound Effect - Jump - Spawning mushroom - Increase mushroom size - Menu Button Select - Coins - Enter Level - Game Over - Spawn Mushroom Collision with player - Player Lose health - Scale Mushroom - Green power up - Digipen logo	- 100% /12hours	**Sound Effect:** -Digipen Logo
	Graphics - Character Animation - Enemy Rotation - Tiles - Coin - 2 Power up - 3 level background	- 100% / 22 hour	**Graphics:** - Reworked Character animation

	▪ **Win Game State**
	  - Display Text
	  - Input back to main menu
		-100% / 2 hours	**Added Win Game State:**
			
			-Fit text to full screen
			-Display in game text
			-Key pressed back to main menu

Dong Yan Han	▪ **Enemies**
	  - Patrol
	
	▪ **Collision**
	
	▪ **Art**
	  - Character Sprite Sheet
	  - 1 Enemy
	  - 1 Coin
	  - 3 Power Ups
	  - tiles
	  - 4 Level Backgrounds
	  - Spawned Mushroom
	
	▪ **Overall Game Structure**
	  - Object Manager
	  - Implement Code Architecture
		- 100% /2 hour
		
		- 100% / 2 hour
		
		- 100% / 20 hour
		
		- 100% / 40 hour
			
			Added Game Structure:
			- Object manager

Benjamin Liew	▪ **Level 1,2,3 Map Design**
	  - Create Map & Collision Data
	  - Binary Map Collision
	  - Display Character, Enemy, power up, coin on map.
	  - Level Transit upon level completion
	  - Level Transit from level select screen
	
	▪ **Spawn smaller mushrooms**
	  - Push spawn mushrooms
	  - Scale spawn mushroom size
		- 100% / 10 hour
		
		- 100% / 18 hour
			Map Design:
			-Included level 3

	- Character bounce higher when above spawn mushroom - Mushroom spawn according to players last known direction		
	• **Power Up Abilities** - Freeze enemies at run time for certain period - Player Invisibility for certain period - Life increment	- 100% / 12 hour	**Added Power Up Abilities:** -Combine freeze enemy and player invincibility into one power up.
	▪ **Level User Interface** - Display lives - Display Power Up collected - Display total coins to collect to clear a level - Lives carries forward to next level - Lives reset when player exit level or dies	-100% / 6 hour	**Added Level User Interface:** -polish feedback from playtest. -Player will not die from enemy while standing on platform
Wong Hong Fu	▪ **Player Physics** - Move - Jump - Death Animation - Death Message - Improved collision	- 100% / 20 hour	
	▪ **Particle System** - Grey smoke texture	- 100% / 20 hour	
	▪ **Camera** - Zoom in effect - Game Fullscreen	- 100% / 10 hour	
	▪ **Level Select Screen** - Jump to Choose level - 4 level select screen texture - Level background moves according to player	-100% / 20 hours	
	▪ **Main Menu**	- 100% / 10hours	**Added Main Menu:**

	- Play - Instructions - Credit - Quit - Graphics - Digipen Logo ▪ **Playtest Report**	 -80%/10hours	-Added audio instructions -Added Digipen Logo and effect

Objectives before final submission:

Name:	Task & Description	% completion / Time spent	Remarks
Goh Wei Zhe	• **Polish playtest feedback** • **Code optimization** • **Commenting**		
Dong Yan Han	• **Polish playtest feedback** • **Object Manager** • **Commenting**		
Benjamin Liew	• **Rework game mechanics** • **Polish playtest feedback** • **Commenting**		
Wong Hong Fu	• **Polish playtest feedback** • **Commenting**		
Group	• **Game Trailer** • **Final Presentation Slide** • **Final Submission**		

Highlights (optional):

▪ None

Lowlights (Mandatory if status yellow or red):
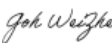
- None

Risk & Mitigations (optional):

- None

Code Review:

- None

Under Performing Teammates, for past weeks: (if any)

- None

Signatures:

Goh Wei Zhe   x _____   Dong Yan Han   x_____

Benjamin Liew   x_____   Wong Hong Fu   x_____