

Production Report

Narbacular Drop

Game 350, Spring Semester 2005

Week: 1
 Weeks Remaining: 14
 Date: 01/18/2005

ACTUAL HOURS WORKED

Class Attendance:									Total Member
Member Name:	Job Title:	# Hours worked to make team contribution							Hours This wk
		Tuesday	Wednes.	Thursday	Friday	Saturday	Sunday	Monday	
Kim Swift	Producer	4	4	2	0	0	0	0	10
Jeep Barnett	Product Manager	6	6	5	10	0	0	0	27
Dave Kircher	Technical Enforcer	2	0	0	0	0	3	4	9
Garret Rickey	Designer	2	4	2	5	0	0	0	13
Total Team Hours:									59

(Overbreak: 12)

Progress Report			
Team Overview	Current milestone: pre-Alpha Class Demo, due February 1, 2005		Score
Kim Swift Producer	<i>Objectives Last Week:</i>	***Winter Break***	Kim: 3 Jeep: 4 Dave: 3 Garret: 3 Avg: 3
	<i>Achievements:</i>	Updated the Product Planning Timeline, attempted to print it out... But the printers don't like me. Worked on Impy's AI, so he can avoid certain objects and terrain. Worked on overhead for Producer's reports.	
	<i>Objectives Next Week:</i>	Complete object and terrain avoidance. Start on Impy blocking portals.	
Jeep Barnett Product Manager	<i>Objectives Last Week:</i>	***Winter Break***	Kim: 5 Jeep: 5 Dave: 4 Garret: 5 Avg: 5
	<i>Achievements:</i>	Built the basic structure and functionality of levels 2-5. Simplified the LevelInstance interface by removing LevelMan. Got loading the next level and unloading the previous level working. Made it so you can place portals through chain link. Made it so you can not place portals on metal. Added features to lava as well as removing some of its bugs. Added more functionality to the console. Got inverted mouse controls working. Made all level objects reset properly when the player dies (and respawns). Made it so the player can touch the open exit to enter the next level and the correct respawn is used. Smoothed out some errors found in levels 1-5. Updated all DigiPen copyrights to 2005. Created a sell sheet, instruction manual, and game box (only missing cover art). Created a marketing plan with the help of Garret.	
	<i>Objectives Next Week:</i>	Simplify Wally placement code with helper functions. Make it so that portals cannot be placed partially out of the game world. Make level loading not interrupt the game. Make level transitions smoother.	
Dave Kircher Technical Enforcer	<i>Objectives Last Week:</i>	***Winter Break***	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	<i>Achievements:</i>	Got a basic windowing system working with a mouse interface.	
	<i>Objectives Next Week:</i>	Flesh out some rudimentary menus and get it integrated with the game.	
Garret Rickey Designer	<i>Objectives Last Week:</i>	***Winter Break***	Kim: 3 Jeep: 5 Dave: 3 Garret: 4 Avg: 4
	<i>Achievements:</i>	Fixed many portal bugs/cosmetic issues. Fixed two physics issues dealing with wall collision and portal collision. Added more lights to the levels and cranked up the ambient to address complaints of people testing it. Tweaked player movement speed and friction with the ground to address game play issues brought up by testers.	
	<i>Objectives Next Week:</i>	Polish levels and gameplay (10%). Polish camera mechanics, smooth out interpolations and make more "smart-rules" regarding what angle to view to make third person more viable. Make a fraps video of gameplay (100%). Get more tester input.	