

Production Report

Narbacular Drop

Game 350, Spring Semester 2005

Week: 3
Weeks Remaining: 12
Date: 02/01/2005

ACTUAL HOURS WORKED

Class Attendance:									Total Member Hours
Member Name:	Job Title:	# Hours worked to make team contribution							This wk
		Tuesday	Wednes.	Thursday	Friday	Saturday	Sunday	Monday	
Kim Swift	Producer	4	2	4	6	0	0	6	22
Jeep Barnett	Product Manager	3	2	3	3	0	2	2	15
Dave Kircher	Technical Enforcer	2	0	3	5	3	4	3	20
Garret Rickey	Designer	2	4	3	6	0	0	0	15
Total Team Hours:									72

Progress Report			
Team Overview		Current milestone: Alpha, due February 22, 2005 **CLASS DEMO DUE**	Score
Kim Swift Producer	Objectives Last Week:	Finish getting Impy to avoid buttons on the floor. Implement Impy's portal blocking state. Still have a couple memory leaks apparently, kill those. Harass Scott for more animations/textured models.	Kim: 4 Jeep: 3 Dave: 3 Garret: 4 Avg: 3.5
	Achievements:	Added an AI Timer class. Started state machine for wall portal blocking. Impy can detect when a portal is on a wall in front of him. Tweaked values so Impy is more adept at avoiding portals in front of him. Added a list to Impy for him to keep track of buttons, so he can now avoid them on the ground. Found a bug with Impy detecting drops in terrain, and have been working to fix that. Changed the color of Impy's shirt from blue to orange because there was a clash with the new Princess texture. Added the new Princess texture (given to me by our artist Realm). Tweaked the size and collision of the buttons. Made a menu mouse cursor. Started on the manual cover image.	
	Objectives Next Week:	Work more on wall portal blocking. Fix bugs with drops in terrain. Fix the brightness contrast with some of the textures to make use of the new lighting scheme.	
Jeep Barnett Product Manager	Objectives Last Week:	Placing portals only in valid places. Smoother level transitions.	Kim: 4 Jeep: 3 Dave: 4 Garret: 4 Avg: 4
	Achievements:	Placing portals only in valid places. Smoother level transitions. Got boulders rolling and bouncing. Worked on the soundtrack (10%). Tracked down weird crash bugs. Revised all the levels for better lighting style. Double checked all collision spheres for objects.	
	Objectives Next Week:	Update the level builders FGD file to simplify player level creation. Have lava emit a light. Fix lava's anti-aliasing problem on some cards. Make boulders bounce off everything.	
Dave Kircher Technical Enforcer	Objectives Last Week:	Really work on getting menus in the game, last week turned out to mostly be a distraciton.	Kim: 4 Jeep: 3 Dave: 4 Garret: 4 Avg: 4
	Achievements:	Got portals and particles to show up on value hardware. Fixed dynamic sized particles for cards that don't support them in hardware. Exposed the default lighting material to help in getting the game to light better. Got a sizeable chunk of the 2D menus done and in the game.	
	Objectives Next Week:	Get more menus done, hopefully 100% on both audio and video menus.	
Garret Rickey Designer	Objectives Last Week:	Fix flicker using sooner/later teleports based on camera position (100%), clean up camera AI code so we can work on interpolation and cool effects/logical behavior (50%)	Kim: 4 Jeep: 3 Dave: 4 Garret: 4 Avg: 4
	Achievements:	Got more playtester input. Fixed two camera bugs and an animation bug. Implemented lava turtle object (80%). Players can ride lava turtles now, and beat those puzzles as they were intended. Let portals shoot through portals (100%). Unsure if we like this feature, but it works.	
	Objectives Next Week:	Finish the lava turtle object (100%), and fix the weird falling bugs involved with it. Change the levels to make portal-through-portal shooting less powerful. Start on the third person camera through portal lack of collision issue... Maybe 30% done by next week.	