

Production Report

Narbacular Drop

Game 350, Spring Semester 2005

Week: 2
 Weeks Remaining: 13
 Date: 01/25/2005

ACTUAL HOURS WORKED

Class Attendance:									Total Member Hours This wk
Member Name:	Job Title:	# Hours worked to make team contribution							
		Tuesday	Wednes.	Thursday	Friday	Saturday	Sunday	Monday	
Kim Swift	Producer	4	2	4	6	0	0	6	22
Jeep Barnett	Product Manager	4	2	6	10	0	4	4	30
Dave Kircher	Technical Enforcer	2	3	2	4	0	1	2	14
Garret Rickey	Designer	4	1	3	6	0	0	1	15
Total Team Hours:									81

Progress Report			
Team Overview		Current milestone: pre-Alpha Class Demo, due February 1, 2005	
		Score	
Kim Swift Producer	Objectives Last Week:	Complete object and terrain avoidance. Start on Impy blocking portals.	
	Achievements:	Got a textured turtle model into the game. Impy now attempts to avoid portals on the floor in front of him. Impy has the capability to detect if a portal is on a wall in front of him (not doing anything visible with this yet). Impy has the capability to avoid objects on the floor (not doing anything visible with this yet). Fixed a couple memory leaks on my part. Emailed Mike Dussault from Valve to get a "quotable quote" about our game for marketing materials.	
	Objectives Next 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.	
Jeep Barnett Product Manager	Objectives Last Week:	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.	
	Achievements:	Simplified Wally placement code with helper functions. Made it so that portals cannot be placed partially out of the game world. Made level loading not interrupt the game. Made a gameplay video for marketing. Touched up all the levels.	
	Objectives Next Week:	Placing portals only in valid places. Smoother level transitions.	
Dave Kircher Technical Enforcer	Objectives Last Week:	Flesh out some rudimentary menus and get it integrated with the game.	
	Achievements:	Fixed floating models. Fixed culling geometry problems. Fixed point sprites to not cause crashes when resizing the screen. Fixed Full-Screen to Windowed mode not having a title bar. Played with the FOV after getting advice from Mike Dussault. Improved detection of when to update portal surface textures to improve the game speed. Tinkered with some menu stuff.	
	Objectives Next Week:	Really work on getting menus in the game, last week turned out to mostly be a distraction.	
Garret Rickey Designer	Objectives Last Week:	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.	
	Achievements:	Slight game play polish where physics are concerned. Attempted camera system changes, found lots of bugs and old code... began clean up process. Jeep made the fraps movie so I didn't get to. So sad, so very sad. It's a cool movie though. Spent many hours on bug fixes.	
	Objectives Next 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%)	