

Production Report

Narbacular Drop

Game 450, Spring Semester 2005

Week: 10
 Weeks Remaining: 5
 Date: 03/22/2005

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	0	4	4	0	4	4	5	21
Jeep Barnett	Product Manager	0	1	0	1	1	0	0	3
Dave Kircher	Technical Enforcer	3	1	4	0	0	0	1	9
Garret Rickey	Designer	4	0	0	0	1	0	2	7
Total Team Hours:									40

Progress Report			
Team Overview		Current milestone: Beta, due April 5, 2005	
		Score	
Kim Swift Producer	Objectives Last Week:	... We interrupt this regularly scheduled program to say that I, the producer died and forgot to do producer's reports for the last few weeks. Which means I have no idea what everyone's previous goals were. I'm a bad person...	
	Achievements:	Created the graphical images used to describe the plot of the game for the introduction. Got a textured Wally into the game with some wrangling and breaking of CVS modules. Composed the new animations of demon and no-knees into single .X files that will be put into the game before career day. Put Realm's new boulder texture into the game. Bought all of the supplies needed for making us look like badasses on career day. Went about trying to collect information and resumes from the entire team to put together into a booklet to hand out. Made a few template pages for the booklet.	
	Objectives Next Week:	Work more on AI, and breathe.	
Jeep Barnett Product Manager	Objectives Last Week:	...	
	Achievements:	Fixed some level loading bugs. Fixed some turtle bugs. Got started on tutorial screens (10% done). Helped Josh record a song for the menus.	
	Objectives Next Week:	Finish tutorial screens. Level polishing.	
Dave Kircher Technical Enforcer	Objectives Last Week:	...	
	Achievements:	Got a full-screen fading system in the game. Made a game intro sequence that fades the dP logo and copyright info, and the NMS logo which then goes to the main menu. Made the infinite hallway for the background of the main menu. Stumbled upon and fixed a point sprite bug.	
	Objectives Next Week:	Get torches in the hallway background. Be awesome for career day. Start working hard at my real job to make a good impression.	
Garret Rickey Designer	Objectives Last Week:	...	
	Achievements:	Took some screenshots of the game for DigiPen. Wrote up a page of information for career day. Fixed third-person camera through portal collision (FINALLY!)	
	Objectives Next Week:	The dual-sphere collision idea turns out to be silly. If there is a simple solution (like treating No-Knee's center to be in her head) then I'll try next week, otherwise those bugs are staying.	