

Production Report

Narbacular Drop

Game 350, Spring Semester 2005

Week: 6
 Weeks Remaining: 9
 Date: 02/22/2005

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	1	0	0	0	0	0	5	6
Jeep Barnett	Product Manager	2	5	4	1	0	0	0	12
Dave Kircher	Technical Enforcer	2	2	3	1	0	0	1	9
Garret Rickey	Designer	0	5	3	0	0	0	0	8
Total Team Hours:									35

Progress Report			
Team Overview		Current milestone: Beta, due April 5, 2005 **ALPHA DUE**	Score
Kim Swift Producer	Objectives Last Week:	Stop being sick. Start on Demon's AI.	Kim: 3 Jeep: 3 Dave: 3 Garret: 4 Avg: 3
	Achievements:	Started on Demon AI, and I am now among the living.	
	Objectives Next Week:	Try and get as much Demon AI done as I possibly can in a week.	
Jeep Barnett Product Manager	Objectives Last Week:	Make a fireball object for demon to throw. Continue implementing and adding sound effects.	Kim: 4 Jeep: 3 Dave: 4 Garret: 4 Avg: 4
	Achievements:	Made a fireball object that demon can throw. Added and implemented more sound effects. Broke up more level geometry. Compiled music samples for a possible GreenWire soundtrack and gave it to Melvin.	
	Objectives Next Week:	Add and implement more sound effects. Touch up levels.	
Dave Kircher Technical Enforcer	Objectives Last Week:	Random bug fixes, and menus still.	Kim: 4 Jeep: 3 Dave: 3 Garret: 4 Avg: 3.5
	Achievements:	Worked on menu's a little more, added some features and tried some methods of making the text look cleaner. Tried out a few new methods to get rid of visual portal bugs. Got more playtesting done by a professional game developer (Adrian Bently).	
	Objectives Next Week:	Key binding menu, get some action going behind the main menu.	
Garret Rickey Designer	Objectives Last Week:	Continue to fix items on the bug/game-play issue list and get more tester input to expand the list. Any and all suggestions can be taken into consideration cause I'm low on stuff to do.	Kim: 4 Jeep: 3 Dave: 3 Garret: 4 Avg: 3.5
	Achievements:	DEATH CAM!!!!11!one for when the player dies. Boxes got a special reorient overload that faces the closest-to-up surface towards up, and it only occurs after the hit the ground.	
	Objectives Next Week:	Add wally hints, at least 1-3 per level. Just the trigger type is fine, to keep things rolling. Work on general issues in the play test bug list, get more testers to expand that list.	