

# Production Report

## Narbacular Drop

Game 350, Spring Semester 2005

Week: 4  
 Weeks Remaining: 11  
 Date: 02/08/2005

### ACTUAL HOURS WORKED

Class Attendance:							
Member Name:	Job Title:	# Hours worked to make team contribution					
		Tuesday	Wednes.	Thursday	Friday	Saturday	Sunday
Kim Swift	Producer	7	3	0	0	0	0
Jeep Barnett	Product Manager	4	3	0	3	0	1
Dave Kircher	Technical Enforcer	2	0	0	0	0	6
Garret Rickey	Designer	4	6	0	0	0	0

**Total Team**

Progress Report		
Team Overview	Current milestone: Alpha, due February 22, 2005	
<b>Kim Swift</b>   Producer	<i>Objectives Last Week:</i>	Work more on wall portal blocking. Fix bugs with drop terrain. Fix the brightness contrast with some of the textures. make use of the new lighting scheme.
	<i>Achievements:</i>	Worked more on Impy blocking portals. Touched up a terrain textures to "bake-in" bump mapping. Helped Scout out a good falling animation for Princess, there is a test the game now.
	<i>Objectives Next Week:</i>	Try to finish Impy blocking portals. Fix a couple of bug Impy's AI. Start on Demon's AI.
<b>Jeep Barnett</b>   Product Manager	<i>Objectives Last Week:</i>	Update the level builders FGD file to simplify player level creation. Have lava emit a light. Fix lava's anti-aliasing on some cards. Make boulders bounce off everything.
	<i>Achievements:</i>	Updated the level builder's FGD file to simplify player level creation. Had lava emit a light. Fixed lava's anti-aliasing problem on some cards. Made boulders bounce off everything. Smoothed level transitions even more with asynchronous loading and invisibility flags. Found testers and added bug lists. Squashed many miscellaneous bugs. Tweaked of the levels for smoother gameplay. Made text font size normalized.
	<i>Objectives Next Week:</i>	Binding query system for in game menu driven key configuration. Fireball object with cool particle effects. more bug squashing.
<b>Dave Kircher</b>	<i>Objectives Last Week:</i>	Get more menus done, hopefully 100% on both audio menus.

Technical Enforcer	Achievements:	More work on menus, audio menu completely done, v menu at 80%. Game options now save and load.
	Objectives Next Week:	More menu stuff, hopefully get the moving background implemented, maybe control binding.
<b>Garret Rickey</b>	Objectives Last Week:	Finish the lava turtle object (100%), and fix the weird bugs involved with it. Change the levels to make portal shooting less powerful. Start on the third person through portal lack of collision issue... Maybe 30% done week.
	Achievements:	Boulder Spawn level object. Tweaked level four (ledge) to have a T-shaped lava pit at the bottom and added the boulder spawn objects. Created a boulder despawn object its not yet finished (50% as of yet). Found a major bug building... that's fixed now. Got lots of play-tester input (people) and logged their responses. Made a bug/features based on those responses and CVS'd it.
	Objectives Next Week:	Tune levels, lighting, playability, physics values, and code. All my code tasks are complete, so I'll stick to gameplay bug fixes. Finish boulder despawn (100%). Perhaps start Fireball object if Jeep hasn't.
Designer		

	Total Member Hours This wk
Monday	
7	17
5	16
3	11
5	15

n Hours: 59

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