

Production Report

Narbacular Drop

Game 350, Spring Semester 2005

Week: 5
 Weeks Remaining: 10
 Date: 01/15/2005

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	2	2	6	2	0	0	0	12
Jeep Barnett	Product Manager	2	3	3	4	0	0	4	16
Dave Kircher	Technical Enforcer	2	2	3	4	0	0	1	12
Garret Rickey	Designer	2	0	0	6	0	0	1	9
Total Team Hours:									49

Progress Report			
Team Overview	Current milestone: Alpha, due February 22, 2005		Score
Kim Swift Producer	<i>Objectives Last Week:</i>	Try to finish Impy blocking portals. Fix a couple of bugs with Impy's AI. Start on Demon's AI.	Kim: 3 Jeep: 3 Dave: 3 Garret: 4 Avg: 3
	<i>Achievements:</i>	Made a logo for the game's cover, and menu screen. Worked on Impy's portal blocking AI.	
	<i>Objectives Next Week:</i>	Stop being sick. Start on Demon's AI.	
Jeep Barnett Product Manager	<i>Objectives Last Week:</i>	Binding query system for in game menu driven key configuration. Fireball object with cool particle effects. Lots more bug squashing.	Kim: 3 Jeep: 4 Dave: 4 Garret: 4 Avg: 4
	<i>Achievements:</i>	Set up binding query system for in game menu driven key configuration. Fixed and added lots of object to object collision reactions (boxes stack, princess interacts with turtle smoothers, objects can be "nudged" by the player). Setup the level loading and audio engines to use the new cached file system. Integrated collision and movement sound effects for the princess, Impy, and lava turtle Fixed lots of general bugs found by our testers. Tweaked level ordering a little bit.	
	<i>Objectives Next Week:</i>	Make a fireball object for demon to throw. Continue implementing and adding sound effects.	
Dave Kircher Technical Enforcer	<i>Objectives Last Week:</i>	More menu stuff, hopefully get the moving background implemented, maybe contol binding.	Kim: 3 Jeep: 3 Dave: 3 Garret: 4 Avg: 3
	<i>Achievements:</i>	Converted some chunks of the game to use a new preloading pack file system. Worked with Jeep to get the rest of the game using the same system, so now the game only needs the executable and 2 extra files to run. Fixed some menu issues.	
	<i>Objectives Next Week:</i>	Random bug fixes, and menus still.	
Garret Rickey Designer	<i>Objectives Last Week:</i>	Tune levels, lighting, playability, physics values, and collision. All my code tasks are complete, so I'll stick to gameplay and bug fixes. Finish boulder despawn (100%). Perhaps start on Fireball object if Jeep hasn't.	Kim: 3 Jeep: 3 Dave: 3 Garret: 4 Avg: 3
	<i>Achievements:</i>	Turtle is controlled by player look. Fixed a handful of items on our bug/game-play issue list, mostly regarding camera or animation issues.	
	<i>Objectives Next Week:</i>	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.	