Alpha 2 Status Report

During this sprint, Rouge Productions repopulated the map with final art assets, addressed all major identified bugs, updated the HUD, and implemented sounds. Game is in shippable quality. Some art needs polish, but playtests show game is fun and engaging.

Milestone Requirements

Alpha 2 - 9/13 - 9/26 (2 weeks)

Requirements	Status
Game is shippable	Complete
All sound and environment assets are final	Sound: 100% Assets: 95%
Menus are done	Complete

Department Reports

Level Design

- Final lighting pass in level
- Fixed seam issue from previous milestone
- Added sounds to the level
- Balanced guns
- Reimported final art assets

Software Design

- Adjusted HUD to user feedback
- Created new HUD functions based on user feedback
- Fixed major bugs bringing game to completion

Art Design

- Replaced remaining placeholder assets with final quality assets
- Added final flair items to game

Project Challenges

Challenges	Issue	Plan
Not all assets have final touch up	Underestimation of task led to 50% of clutter assets not being updated	Highest priority assets were touched up and remaining assets are schedule for touchup in RTM
Lighting in level does not pop in darker areas of level	Final pass on lighting lights level well, but do not appear to have source	1. Adjust emmisive textures 2. Use different light types 3. Adjusting light brightness
Unclear directive of RTM deliverables	Team is unsure of milestone requirements	Ask for defined requirements from the Professors
Lack of communication between team members and leads	Pipeline that was established in Alpha was not used in in Alpha 2 leading to non-lead approved assets	Group talks have addressed this issue and future performance reviews will ensure the pipeline is maintained
Purple flash at the end of shooting particle at long distances	There is purple flash effect at the of the gun particle streams	N/A