# Dev Diary

**Week of February 25 (week 1)**

* Retrieved positive traits a to h and organized them in an Excel spreadsheet by breaking down the trait list into mind, body, and soul
* Finished classifying the positive traits
* Did documentation on traits and stats today and figured out how to commit in GitHub
* Added a file on trait design and setup up a local GitHub repository. Synced to GitHub.
* Started a todo list in the People Readme.md.
* Added a visual Studio solution file, but I think I have to redo it based on development technology. Learned a bit about branching and did a pull request - all files now on master.
* Added extra files that were on the wrong OneDrive and made a pull request/sync.
* Finished rating all positive traits, sorted neutral traits.
* Ruminated and updated the person generation readme.md, and added a folder for scripts. Looked at sql random and sql function templates.
* More work on person stats, added leader script placeholder. Added documentation mantras.
* Setup this dev diary.

**Week of March 4 (week 2)**

* Determine and add some stubs for additional sql scripts based on current scripts.
* Updated challenge spreadsheet documentation.
* Modified the challenge sheet with "The Idea Factory" and added an initial idea and task list.
* Created a documentation folder and moved dev diary and other spreadsheets/doc to it.
* Rated neutral traits, organized negative traits.
* Created a glossary document.
* Created the base table for trait information.
* Worked through the name generation algorithm.
* Removed name and other person generation tables from generation and added to people.
* Updated name generation algorithm with table names.
* Composition work on the WorldGen backstory.
* Added the backstory to documentation.

**Week of March 11 (week 3)**

* Created WorldGen database
* Remade the baseNameFirstList table to spec, added the baseNameNation table
* Updated baseNameNation table and started language analysis for tribe communication
* Moved file to relevant locations. Work on categorizing nationality and language for the name generation. Updating the syntax in one table every day.
* Updated the syntax and file names for the remaining name tables.
* Updated the dev diary for the week.

Progress: Low

Made some documentation changes to reflect task driven development rather than date driven work. The logging spreadsheet will now record tasks by commits. Those “micro” commits will now be used to populate this dev diary, along with a commit count and a progress indicator.

**Week of March 18/2017 (week 4)**

* Updated syntax in the skill and social level tables. Started a "decision" column to track standards.
* Compiled all my journal design writings and added them to a single project document.
* Updated and modified the nation name table and developed the person language table.
* Updated the dev diary to reflect commit rather than date progress. Moved the data type cheat sheet.
* Updated the fields, syntax and file names for the person and leader tables.
* Updated the syntax in all the name generation files.
* Added stat documentation to the design writings file.
* Updated the syntax in the remainder of the scripts in the person working folder.

**Commits**: Ended up better than last week, but still lots of room for productivity improvement. Did get some excellent templating done, and a couple of good design ideas/decisions.

**Next week**: I’d like to figure out how to do a random roll function, and setup a least a stub for the website.

**Progress**: Improved 3/10

**Week of March 25/2017 (week 5)**

* Updated all the stat names in the scripts they were being used, along with inline documentation.
* Created a JS file to start playing around with generation functions.
* Random generation proof of concept script work.
* Added a spreadsheet to begin work on population ethics, and added another article to the design writings document.
* Trying a few random number generation code structures.
* Created a file to start creation of the map generation.
* Separated out the JavaScript files for my two generation sandbox areas.

**Commits**: A bit of a slow week. Most of my effort has gone into the JavaScript course, and trying to facilitate some of the generation code into said JavaScript. I’m positive, but giving the progress a bad mark!

**Next week**: Finish the JavaScript course, create a generation objects with methods and properties.

**Progress**: 2/10

**Week of April 1/2017 (week 6)**

* Updated weekly progress in the dev diary.
* Moved the peoplegen JS code from the .HTML file to the .JS file, and renamed files.
* Added .css files for the generation pages and re-named the map gen files to conform with me standards.

**Commits**: 4 Commits. Yet another slow week. I’m concentrating on finishing the JavaScript course over the next few days, so next week will also be slack. I also have hit a bit of a creative block, and have not been inspired to do any design work of late. I did get the JavaScript file setup properly, but I need a mini-project to actually get some experience doing something. That will be one of my goals of the week.

**Next week**: Decide on a mini-application to get some JavaScript experience.

**Progress**: 1/10

**Week of April 8/2017 (week 7)**

* items
* items

**Commits**:

**Next week**:

**Progress**:

**Week of April 15/2017 (week 8)**

* items
* items

**Commits**:

**Next week**:

**Progress**:

**Week of April 22/2017 (week 9)**

* items
* items

**Commits**:

**Next week**:

**Progress**:

Template

**Week of Month Day/2017 (week x)**

* items
* items

**Commits**:

**Next week**:

**Progress**: