

Plan of Work Logs

Date	Task	Time Involved	Team Members Responsible	Comments
10-04-2021	Distributed Roles to Team members	30 Minutes	Whole Team	
10-04-2021	Began talking about Color Palettes for the Game	15 Minutes	Whole Team	Agreed to use very limited, slightly dull color palette
10-12-2021	Began Discussion on Game Ideas	45 Minutes	Whole Team	
10-12-2021	Set Up Google Drive for Project	15 Minutes	Evan Bertis-Sample	
10-12-2021	Decided that the Game was going to have Pixel Art	30 Minutes	Whole Team	
10-12-2021	Decided on Main Mechanic of the Game	45 Minutes	Whole Team	This mechanic is now "Apollo's Arrow"
10-12-2021	Planned Week by Week Objectives	1 Hour	Evan Bertis-Sample	Was too intense, and we fell behind schedule in a few weeks.
10-15-2021	Decided Color Palette for the game	2 Hours	Evan Bertis-Sample	Color Palette was found here: https://lospec.com/palette-list/poisson-23 Created some artwork to try out palette.
10-15-2021	Created Cutscene Music	1 Hour	David Franco	Was planned to be played in the prologue of the game.
10-15-2021	Came up with Level Design Ideas	45 Minutes	Esteban Narvaez	Decided that a Vertical Level Design would be Best
10-15-2021	Created Some Music	1 Hour 30 Minutes	Daniel Franco	Would be a great town or shop theme
10-16-2021	Refined Cutscene Music	30 Minutes	David Franco	Added Arpeggio and other enhancements
10-16-2021	Edited and Refined Music	2 Hours and 30 Minutes	Daniel Franco	
10-17-2021	Programmed Player Controller	3 Hours	Evan Bertis-Sample	Very overly engineered, but easy to use.
10-17-2021	Programmed Player Animator	30 Minutes	Evan Bertis-Sample	Pretty simple to do when controller was finished.

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10-17-2021	Created a Satisfying Jump	1 Hour	Evan Bertis-Sample	Programmed the Physics behind the jump, and allowed for variable jump heights.
10-18-2021	Created Cutscene Music Loop	16 Minutes	David Franco	
10-18-2021	Attempted Credits Music	33 Minutes	David Franco	Music was scrapped because it sounded uninspired and didn't fit the style of the game.
10-19-2021	Created World Music	40 Minutes	Daniel Franco	Unused
10-20-2021	Created Prologue Music	36 Minutes	David Franco	
10-22-2021	Edited Prologue Music	20 Minutes	David Franco	
10-26-2021	Attempted Title Theme	25 Minutes	David Franco	Song was scrapped because it was unsatisfying.
11-05-2021	Created Visual Mockup	3 Hours	Evan Bertis-Sample	Defined art style for the game and gave us a goal to work towards.
11-05-2021	Created Wind Sound Effects	13 Minutes	David Franco	Intended to play when trees reacted to wind. Was scrapped because it was annoying.
11-05-2021	Created Chirp Sound Effect	1 Hour	David Franco	Surprisingly difficult with Chiptunes.
11-05-2021	Discussed Player Design	20 Minutes	Whole Team	Discussed Proportions of Player Character
11-06-2021	Programmed Parallax Effect	30 Minutes	Evan Bertis-Sample	Was scrapped because is it made it difficult to build levels.
11-06-2021	Discussed Improvements of Player Character	36 Minutes	Whole Team	Improved the Design of the Player Character.
11-08-2021	Created Forest Music	1 Hour, 20 Minutes	David Franco	
11-08-2021	Created Menu Music	1 Hour 45 Minutes	Daniel Franco	Unused - it was too Jovial

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11-09-2021	Added Percussion to Forest Music	18 Minutes	David Franco	
11-09-2021	Discussed Music Style	1 Hour	Whole Team	Fixed miscommunications in music direction.
11-11-2021	Attempted Boss fight music	30 Minutes	David Franco	Was scrapped after it was decided to not have bosses in the game.
11-13-2021	Created Title Theme	2 hours	David Franco	This is the current title theme in the game.
11-14-2021	Refined Title Theme	50 Minutes	David Franco	Added Extension to Theme
11-15-2021	Began animating Player Character	2 Hours	Evan Bertis-Sample	Created a walk cycle, which was scrapped because the Player was redesigned
11-15-2021	Edited Unused Menu Music	40 Minutes	Daniel Franco	Attempt to salvage the song.
11-16-2021	Messed with Commodore64 Music	1 Hour	David Franco	Was Scrapped.
11-17-2021	Discussed Story Ideas	20 Minutes	Whole Team	
11-22-2021	Discussed Character Design	40 Minutes	Whole Team	
11-22-2021	Finalized Character Design	30 Minutes	Evan Bertis-Sample	Design was changed to be easier to animate.
11-22-2021	Created Player Running Animation	2 Hours	Evan Bertis-Sample	Uses 8 Frame Run Cycle.
11-22-2021	Created Player Idle Animation	30 Minutes	Evan Bertis-Sample	
11-23-2021	Programmed Dynamically Reflected Water	1 Hour 30 Minutes	Evan Bertis-Sample	Was eventually scrapped because it didn't fit the style of the game.
11-25-2021	Began Work on Grass Tileset	2 Hours	Evan Bertis-Sample	This tileset is in the final game.
11-25-2021	Draw Rock Clusters	2 Hours	Evan Bertis-Sample	

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11-25-2021	Created Boss Music	4 Hours	Daniel Franco	Intense theme that would have been used for the antagonist
11-27-2021	Discussed Cutscene Implementation	10 Minutes	Whole Team	Shared examples of cutscenes for inspiration.
11-29-2021	Drew some tree assets	1 Hour	Jill Alexis Garcia	These trees became the small trees in the game.
11-29-2021	Created Forest Song	40 Minutes	Daniel Franco	Unused, we used David's song instead
11-30-2021	Created Salus Theme	2 Hours	David Franco	Planned for the Entrance of Salus
11-30-2021	Salus Character Design	1 Hour 30 Minutes	Jill Alexis Garcia	
11-30-2021 To 1-21-2022	Created 13 Unused Tracks	21 Hours	Daniel Franco	Three were level themes, Five were boss themes, and five were short, scrapped songs.
12-01-2021	Learned how to use DoTween library	1 Hour 45 Minutes	Evan Bertis-Sample	This library was used heavily throughout the game.
12-01-2021	Programmed Main Movement Mechanic	1 Hour	Evan Bertis-Sample	This became "Apollo's Arrow."
12-02-2021	Feronia Character Design	1 Hour	Jill Alexis Garcia	
12-06-2021	Created Mars Character Design	2 Hours	Jill Alexis Garcia	Brainstormed over a few days and finalized.
12-08-2021	Designed Levels 1, 2 and 3	2 Hours	Esteban Narvaez	Was drawn on paper.
12-12-2021	Created Ambient Music	40 Minutes	David Franco	Was scrapped.
12-13-2021	Created Vulcan Character Design	2 Hours	Jill Alexis Garcia	
12-14-2021	Refined Level Designs	30 Minutes	Esteban Narvaez	
12-28-2021	Discussed Game Rendering Choices	35 Minutes	Whole Team	Was the game going to be "Pixel perfect" or just going to have Pixel Art assets?

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12-29-2021	Perfected Main Mechanic	1 Hour	Evan Bertis-Sample	Added Clouds beneath Player's feet when using it.
12-30-2021	Finished All Animations for Player	5 Hours	Evan Bertis-Sample	Jumping Animations, Falling Animations, Landing Animations, Wall Sliding Animations, etc.
01-02-2022	Finished Grass Tileset	1 Hour	Evan Bertis-Sample	This tileset was overly complicated for what the game needed.
01-03-2022	Created Scene Decorator Tool	4 Hours	Evan Bertis-Sample	Created a tool that decorated levels automatically.
01-04-2022	Drew More Trees and Rocks	3 Hours	Evan Bertis-Sample	
01-05-2022	Released First demo of the game	1 Hour	Evan Bertis-Sample	This was very, very exciting, yet we were far from done.
01-06-2022	Began Work on Dialogue System	5 Hours	Evan Bertis-Sample	Created a programming language to orchestrate how text was displayed.
01-16-2022	Finished Dialogue system	6 Hours	Evan Bertis-Sample	Added the first NPCs in the game. They remember what the player says to them.
01-17-2022	Added Signs	2 Hours	Evan Bertis-Sample	
01-18-2022	Created Main Menu and Logo	3 Hours	Evan Bertis-Sample	Decided to call the game, "Vincentius."
01-18-2022	Wrote Final Story for the Game	2 Hours	Jill Alexis Garcia	Introduced the dynamic of Mars and Feronia
01-18-2022	Began Story Board for Act I	1 Hour	Alexas Floyd	Decided on greyscale for storyboard
01-19-2022	Created Intermission Music	15 Minutes	David Franco	Was unneeded for the plot, therefore was scrapped.
01-19-2022	Finished Story Board for Act I	30 Minutes	Alexas Floyd	
1-19-2022	Finished Story Board for Act II	45 Minutes	Alexas Floyd	
1-19-2022	Created Level Manager System	4 Hours	Evan Bertis-Sample	Had a lot of issues at first, but they were ironed out.

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1-21-2022	Finish Storyboard for Act III	2 Hours	Alexas Floyd	
01-21-2022	Created Notification System	5 Hours	Evan Bertis-Sample	This system is what notifies you when you are assigned a quest, or enter a new area.
01-23-2022	Drew Roman Barracks	4 Hours	Evan Bertis-Sample	
01-23-2022	Finished Storyboard for Act IV	1 Hour	Alexas Floyd	
1-24-2022	Finished Storyboard for Act V	2 Hours	Alexas Floyd	
01-25-2022	Drew Apollo Statue	4 Hours	Evan Bertis-Sample	This is Evan's favorite sprite in the game.
01-26-2022	Programmed the Quest System	3 Hours	Evan Bertis-Sample	Much simpler than originally expected.
01-26-2022	Programmed Interactables System	1 Hour	Evan Bertis-Sample	One of the simplest, yet useful systems in the game.
01-26-2022	Programmed Respawn System	1 Hour	Evan Bertis-Sample	Very Simple Simple, yet polished system.
01-26-2022	Created Theme for Mountain Level	2 Hours	David and Daniel Franco	
01-27-2022	Refined Volcano Theme	2 Hours	David and Daniel Franco	Added percussion to the Volcano Theme.
1-25-2022	Created Intermission Music	40 Minutes	Daniel Franco	Could be used for loading screens.
01-28-2022	Implemented Pause Menu	5 Hours	Evan Bertis-Sample	Much more difficult than originally expected.
01-29-2022	Created Documentation Page Designs	2 Hours	Evan Bertis-Sample	
01-29-2022	Added Moving Platforms, and others	3 Hours	Evan Bertis-Sample	
01-30-2022	Created Vincent's Room	3 Hours	Evan Bertis-Sample	This is Evan's area in the game because it's so tiny.

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02-03-2022	Created Rocky and Thorn Tilesets	4 Hours	Evan Bertis-Sample	
02-03-2022	Created Tutorial Level	2 Hours	Evan Bertis-Sample	
02-03-2022	Added Fireflies	20 Minutes	Evan Bertis-Sample	Very simple to add, but it is nice eye candy.
02-03-2022	Added Day-Night Cycle	40 Minutes	Evan Bertis-Sample	Simple, but neat addition to the game.
02-04-2022	Created Meeting with Apollo Interaction	2 Hours	Evan Bertis-Sample	
02-04-2022	Finished Story Board	3 Hours	Alexas Floyd	
02-04-2022	Finished Remaining Levels of the Game	7 Hours	Evan Bertis-Sample	Levels were easy to make, seeing that everything was programmed and drawn.
02-05-2022	Polished Game and Documentation	4 Hours	Whole Team	Finally! Submitted