**Plan of Work Logs**

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| 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. |
| Date | Task | Time Involved | Team Members Responsible | Comments |
| 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 |
| Date | Task | Time Involved | Team Members Responsible | Comments |
| 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 |  |
| Date | Task | Time Involved | Team Members Responsible | Comments |
| 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 Naravaez |  |
| 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? |
| Date | Task | Time Involved | Team Members Responsible | Comments |
| 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. |
| Date | Task | Time Involved | Team Members Responsible | Comments |
| 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. |
| Date | Task | Time Involved | Team Members Responsible | Comments |
| 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 |