# Student Information

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| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer, Physics/Behavior Programmer |
| Team Name: | Wholehearted Games |
| Game Name: | Shroom & Doom |
| Game High Concept: | A single-player top-down/ tower defense game where you play as a little robot that crash landed on a fungus planet and you need to defend yourself from the native creatures. |
| Team Source Control Link: | <https://svn.digipen.edu/projects/wholeheartedgames> |

# Weekly Work Log

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| Week Number | 12 |
| Total Estimated Hours Contributed this Week: | 10.75 |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Prepare for pre-grading session by getting basic gameplay in |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 11/15 | Lead meeting, design is good but tech has a lot to do to prepare for pre-grading | 30 min |  |
| 11/15 | Fixed FPS system, it wasn’t calculating DT properly before | 1 hr |  |
| 11/16 | **ALL – Pairs Programming:**  Worked with Ben to implement basic enemy behavior and deal with weird Lua bug | 45 min |  |
| 11/16 | Made player death send a signal, implemented Transform copy constructor, FPS system now initializes DT, tried to modify side detection but found collision bug | 1.5 hr |  |
| 11/17 | Tried to get bullet to despawn when it hits the edge of the screen, ran into lua bug | 1 hr |  |
| 11/17 | Programmer meeting | 30 min |  |
| 11/18 | Tried to get wave controller working but ran into issues with Range component | 2 hr |  |
| 11/19 | Lab time, last minute preparations before pre-grading session, including fixing Wave controller and implementing SFX. Then did pre-grading session and worked more afterwards | 3.5 hr |  |
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## Personal Comments (Optional)

Are there any other comments you would like to include? If so, please enter them here:

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# Instructions

## Work Tasks

Identify all tasks that you, personally, performed as a member of a team in sophomore game. Make sure to include tasks directly contributing to your project, tasks representing Best Practices, and meetings (including team/faculty/TA meetings).

Each task must be identified using a date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

## Best Practices

Best Practices are activities, beyond the basic requirements of the course, that directly contribute to the success of your team, or other teams and individuals within the course. To receive credit for a Best Practice, the category of the Best Practice must be clearly communicated in the task description (see the list of categories below).

Example:

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 10/1 | Implemented new AABB collision detection | 2 hours |  |
| 10/5 | **ALL – Participation / Conducting Playtest Session:**  Ran a playtest session over MS Teams video chat with student **Jane Doe** to test the new wall jump mechanic | 30 minutes | Yes |

## Recommended Best Practices:

**ALL – Asking for Help:**

**ALL – Offering Help:**

**ALL – Team-on-One Participation:**

**ALL – Pairs Programming:**

**ALL – Code Reviews:**

**ALL – Participation / Conducting Playtest Session:**

**TECH – Build Automation:**

**TECH – Build Verification Testing:**

**TECH – Test Automation:**

**TECH – Unit Testing:**

**TECH – Code Reviews:**

**TECH – Doxygen / Code Documentation:**

**TECH – Implementing Data Analytics (that write data locally or to a server):**

**DES – ASF Updating:**

**DES – A-B Testing:**

**DES – Analysis of Data Analytics or Data Tracking:**

**DES – UI Wire-Framing:**

**ALL – Other:**