# 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 | 7 |
| Total Estimated Hours Contributed this Week: | 7 |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Integrating multiple collider types and elastic collision resolution |

## Work Tasks

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 10/10 | **TECH – Doxygen / Code Documentation:**  Went through all hpp and cpp files and did mass commenting | 2 hours | Yes |
| 10/12 | Tried to get derived collider classes working i.e. AABB and Circle | 45 min | No |
| 10/12 | Meeting with all leads to discuss work for that week | 20 min | No |
| 10/12 | Producer meeting | 50 min | No |
| 10/13 | Still trying to get multiple collider types working | 1.5 hours | No |
| 10/13 | Weekly tech meeting to discuss work for that week | 30 min | No |
| 10/13 | Breakthrough, finished integration of multiple collider types as well as friction and elastic collision | 45 min | No |
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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:**