GAM 200 – Weekly Work Log

# Student Information

|  |  |
| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | Shroom ‘n’ 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> |
| Total Estimated Hours Contributed this Week: | 9 |

# Best Practices

List all best practices performed during the current week. Include the best practice category, the date, a 1-2 sentence description of the work performed, information about the topic and / or individuals who participated in the bast practice, and estimated direction. It’s expected that this info will be duplicated in your weekly work logs.

Example: ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices: (remove any you did not complete this week)**

# Weekly Work Logs

Record your weekly work logs in the following section. 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 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.

Following each task, identify the estimated number of hours spent on the task. For example:

|  |  |  |
| --- | --- | --- |
| **Date** | **Description** | **Time Spent** |
| 10/25 | Implemented new AABB collision detection | 2 hours |
| 2/1 | Ran a playtest session over MS Teams video chat with student **Jane Doe** to test the new wall jump mechanic | 30 minutes |

# Weekly Work Log (Week 5)

Did you check in code or assets to the team repository this week: Yes

Total estimated number of hours worked this week: 9

What was your overall goal for this week? Getting collision detection/resolution finished

Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Description** | **Time Spent** | **Was This A Best Practice?** |
| 9/25 | Weekly leads/producer meeting | 30 minutes | No |
| 9/26 | Working on collision system | 1.5 hours | No |
| 9/27 | Working on rigidbodies and physics system | 2.5 hours | No |
| 9/28 | Standup meeting and weekly whole team meeting | 1 hour | No |
| 9/28 | Finishing collision detection/resolution | 2.5 hours | No |
| 10/2 | Created doc with all info that team currently needs to know | 1 hour | No |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |