GAM 200/250 - Milestone Report

This Milestone Report will need to be uploaded to your team's assigned MS Teams - Files folder for Individual Milestone Reports

Each individual report should be named according to the following naming convention:

GAM200\_loginname\_M1 Report.docx

(e.g. GAM200\_ellen.beeman\_M1\_Report.docx)

**Copy all of your weekly work logs for the current milestone into this document!**

Personal Checklist before submitting, to make sure you get full credit:  
- Best Practices are listed in both the Weekly Worklogs and Best Practices sections  
- All weeks for the current are included  
- All entries include the general topic and/or results, not just “Met with” or “Team meeting”  
- All entries have hours  
- Lab hours are included  
- Weekly Leads meetings with instructors are included  
- Team Tune-Up hours are included as a Best Practice   
- Meetings with TAs or instructors are included as a Best Practice  
- If your Milestone total is significantly below the expected 40-hour total for a five week milestone, you have notes explaining why

Weekly Work Logs for each week:

GAM 200 – Weekly Work Log

# Student Information

|  |  |
| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | TBD |
| 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: | 7.5 |

# 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 6)

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

Total estimated number of hours worked this week: 7.5

What was your overall goal for this week? Get ready for M1

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?** |
| 10/3 | Did all generic slides for m1, i.e. those that didn’t require discipline specific input | 30 min |  |
| 10/4 | Talked with team leads to get plan together for rest of slides and presentation | 40 min |  |
| 10/6 | Finished game concept slide, filled in designer slides, and wrote talking points | 45 min |  |
| 10/6 | Worked with tech to get engine demo ready | 1.5hr |  |
| 10/7 | Last minute prep and practice | 2h 20 min |  |
| 10/7 | Presentation and whole team meeting afterwards | 1.5hr |  |
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# 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

|  |  |
| --- | --- |
| 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).

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## 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:

|  |  |  |  |
| --- | --- | --- | --- |
| **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:**

# Student Information

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| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer, Physics/Behavior Programmer |
| Team Name: | Wholehearted Games |
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# Weekly Work Log

|  |  |
| --- | --- |
| Week Number | 8 |
| Total Estimated Hours Contributed this Week: | 6.5 |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Implement the debug system, which includes debug drawing and an fps counter |

## Work Tasks

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 10/18 | Weekly meeting with leads to discuss work for this week | 45min |  |
| 10/18 | Tuesday Producer Meeting | 50min |  |
| 10/19 | Created framework for debug system | 1 hr |  |
| 10/20 | Helped Bri with SVN troubles | 20 min |  |
| 10/21 | Did an overview of behavior system with Ben | 45 min |  |
| 10/21 | Implemented basic logic of debug system, cannot complete because need collider drawing and text functionality from graphics system | 45 min |  |
| 10/21 | Implemented many small changes and fixes to my systems that were on backlog, such as making friction a rigidbody value | 2 hr |  |
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Example:

|  |  |  |  |
| --- | --- | --- | --- |
| **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:

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**ALL – Offering Help:**

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# Weekly Work Log

|  |  |
| --- | --- |
| Week Number | 9 |
| Total Estimated Hours Contributed this Week: | 9.5 |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Fix mouse issue and finish debug system |

## Work Tasks

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 10/25 | Ben showed Caleb, Vasilisa, and I the basics of how Lua with Json works | 1hr |  |
| 10/26 | **ALL – Pairs Programming**  Working with Ben trying to implement player controller, ended up having to fix graphics bug instead | 2hr | Yes |
| 10/27 | Working on mouse issue, mostly research on alternate methods | 30min |  |
| 10/28 | Weekly programmer meeting to discuss work | 45min |  |
| 10/29 | Initial part of lab spent getting ready for M2, as well as temporary but ultimately incorrect fix of mouse issue | 2hr |  |
| 10/29 | M2 pre-grading session | 1hr |  |
| 10/29 | After M2 had discussion of what to work on next and did more programming | 1.5hr |  |
| 10/30 | Made various small changes to my code: ex. No longer using square root when calculating distance and moving code to my deprecated code file | 30min |  |
| 10/30 | Created document with every requirement we need to hit for every tab in rubric | 20min |  |
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| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
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## Recommended Best Practices:

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