# Student Information

**Insert the Student Information section from your most recent Weekly Work Logs here:**

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| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | Shroom and Doom |
| Game High Concept: | Fungal Based Tower Defense Game |
| Team Source Control Link: | https://svn.digipen.edu/projects/wholeheartedgames |
| Total Hours worked this milestone: | 28 |

# Personal Comments (Optional)

Are there any additional comments that you would like to share, beyond those already included in your Weekly Work Logs? If so, please enter them here:

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| I recognize that my hours were way lower than they should be, this is partially due to the fact that I finished refactoring very early and had to wait before I could start work on content or more engine features, this massively slowed down weeks 2 and 3. My week 5 work load was massive and basically killed me for half of the week. I will be increasing my GAM250 hours in the next milestone, frankly it’s embarrassing for a producer’s hours to be this low. |

# Weekly Work Logs

**This document should be formatted as shown on the following pages. Please replace the contents on each page with the corresponding Weekly Work Logs section, including the Work Tasks and Personal Comments, from your Weekly Work Logs.**

* For Milestone 1 Report, insert Weekly Work Logs from weeks 1, 2, 3, 4, 5, in order.
* For Milestone 2 Report, insert Weekly Work Logs from weeks 6, 7, 8, 9, in order.
* For Milestone 3 Report, insert Weekly Work Logs from weeks 10, 11, 12, 13, 14, in order.

# Weekly Work Log (Week 1)

|  |  |
| --- | --- |
| Week Number | 1 |
| Total Estimated Hours Contributed this Week: | 4.5 |
| Estimated Time Spent  On Best Practices: | 0 |
| Did you check in code or assets to the team repository this week (Yes / No)? | No |
| What was your overall goal for this week? | Get the team prepared for this semesters work and get a plan in place. |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 1/10 | Sent Beeman team roster and made agenda for Friday meeting | 30 min |  |
| 1/11 | Read through team space rules and sent roster to Onorati | 30 min |  |
| 1/13 | Full team meeting, decided on final game idea, made plan for next few weeks, got Jira set up, set up discipline/lead meetings, basically just all discussion about long term things | 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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# Weekly Work Log (Week 2)

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| --- | --- |
| Week Number | 2 |
| Total Estimated Hours Contributed this Week: | 5.5 |
| Estimated Time Spent  On Best Practices: | 1hr |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Finish the m0 slides and get most of refactoring work done |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 1/10 | Weekly leads/producer meeting, discussed direction of game and filled out 2 of the m0 slides | 30min |  |
| 1/11 | Tech meeting, discussed some basic things then did code review | 10min |  |
| 1/11 | **ALL – Code Reviews:** Did a code review of Brody’s audio system | 30min | Yes |
| 1/11 | Finding and implementing final fix of weird AABB collision bug | 30min |  |
| 1/11 | Finished filling out the m0 slides | 30min |  |
| 1/13 | **ALL – Offering Help:**  Team meeting, spent 30min offering help to Caleb/Vasilisa on how to edit certain values for balancing purposes. Rest of time was spent on refactoring. | 3.5hr | Yes |
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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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# Weekly Work Log (Week 3)

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| Week Number | 3 |
| Total Estimated Hours Contributed this Week: | 6hr |
| Estimated Time Spent  On Best Practices: | 2.25hr |
| 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 our M0 meeting and make sure all refactoring got finished. |

## Work Tasks

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| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 1/17 | Had a meeting with Ben and Caleb to discuss the plan for M0 | 30min |  |
| 1/18 | Had a meeting with other members of tech to discuss the next steps after refactoring and M0 | 15min |  |
| 1/18 | Updated all lua files with new function names and enums | 30min |  |
| 1/20 | M0 meeting with professors and Tas | 1hr |  |
| 1/20 | Discussed M0 with whole team and then worked with Caleb to implement first tower, could not test it at that point | 2.5hr |  |
| 1/21 | **ALL – Pairs Programming:**  Worked with Ben to fix several bugs in collision system and behavior system, did not get all of them fixed | 2.25hr | Yes |
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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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# Weekly Work Log (Week 4)

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| --- | --- |
| Week Number | 4 |
| Total Estimated Hours Contributed this Week: | 7.5hr |
| Estimated Time Spent  On Best Practices: | 1hr |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Try to get ImGui started |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 1/23 | Spent time trying to fix a bug in lua | 15min |  |
| 1/24 | Changed when transform matrices are calculated and fixed snowshroom bug | 15min |  |
| 1/24 | Weekly meeting with Caleb and Ben to discuss work | 20min |  |
| 1/25 | Weekly programmer meeting to discuss systems and changes | 15min |  |
| 1/25 | Attempting to integrate ImGui into an editor system, ran into bug | 1.5hr |  |
| 1/26 | Spent some time trying to fix issue with ImGui | 30min |  |
| 1/26 | **ALL – Pairs Programming:** Strike force meeting with Caleb and Rishabh, added player health with their help | 1hr | Yes |
| 1/27 | Team lab, fixed ImGui issue and started implementation of roller enemy | 3.5hr |  |
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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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# Weekly Work Log (Week 5)

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| Week Number | 5 |
| Total Estimated Hours Contributed this Week: | 4h 25min |
| Estimated Time Spent  On Best Practices: | 1h 35min |
| Did you check in code or assets to the team repository this week (Yes / No)? | Yes |
| What was your overall goal for this week? | Get ImGui working and ready for further implementation |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 1/30 | **ALL – Code Reviews:**  Went over physics system with tech team during weekly tech meeting, made several changes/optimizations | 30min | Yes |
| 1/30 | Weekly tech meeting | 20min |  |
| 1/31 | Weekly meeting between myself, Caleb, and Ben | 30min |  |
| 1/31 | Producer Meeting | 50min |  |
| 2/1 | **ALL – Pairs Programming:**  Fixing bug with roller enemy behavior with Ben | 20min | Yes |
| 2/1 | **ALL – Asking for Help:**  Asked Schilling for help fixing ImGui/Editor system, he also gave me good advice on what to do with ImGui | 45min | Yes |
| 2/1 | Doing my own research on ImGui and what I want to do with it | 30min |  |
| 2/2 | Finishing roller enemy behavior | 40min |  |
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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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| I spent 20 hours on Thursday-Saturday on just one assignment, with several other assignments besides. Please don’t kill me. |