# 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

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| --- | --- |
| Week Number | 6 |
| Total Estimated Hours Contributed this Week: | 9 |
| Estimated Time Spent  On Best Practices: | 2h15m |
| 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 able to display the FPS and work as a logging system, as well as getting in the shooting tower |

## Work Tasks

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 2/6 | Weekly tech meeting | 30min |  |
| 2/6 | **ALL – Code Reviews:**  Code review of Brody’s text system | 1h15m | Yes |
| 2/7 | Weekly meeting between Caleb, Ben, and myself | 45min |  |
| 2/10 | Added some basic functionality to ImGui so it wasn’t useless, made it display FPS and almost have logging system working | 1h |  |
| 2/10 | Lab time, did standup/whole team meeting and implemented shooting tower with Caleb | 3.5hr |  |
| 2/11 | LUA files no longer have a size limit so spent some time commenting them | 30min |  |
| 2/12 | Made it so the shooter tower will no longer target enemies outside its range | 30min |  |
| 2/12 | **ALL – Pairs Programming:**  Worked with Caleb to get Cap Crusher tower in, cannot test it currently but it theoretically works | 1hr | 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

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| --- | --- |
| Week Number | 7 |
| Total Estimated Hours Contributed this Week: | 5h45m |
| Estimated Time Spent  On Best Practices: | 0h |
| 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 ImGui and get iFrames in |
|  |  |

## Work Tasks

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 2/14 | Made AddtoLog an invokable function so it could be called from Lua and started moving Jsons/Lua files into folders for better organization | 45m |  |
| 2/14 | Made it so transforms now automatically detect when they need to calculate a new matrix, you no longer have to set it manually | 15m |  |
| 2/14 | Weekly meeting between Ben, Caleb, and myself. Discussed quite a few things, mostly what happened at the producer meeting | 1h |  |
| 2/16 | Made it so ImGui now works as a functional console log, very happy about this | 1h15m |  |
| 2/17 | Whole team had a meeting with Jen to discuss strike forces and team space utilization | 30m |  |
| 2/17 | Had whole team meeting and then worked for the rest of lab, worked with Caleb to try to get iFrames working | 2h |  |
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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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| My PC broke this week so I spent a lot of my time trying to figure out what was wrong and how to fix it(PSU went bad, ordered a new one) leading to lower time spent on GAM and other classes than I would have liked |

# Weekly Work Log

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| --- | --- |
| Week Number | 8 |
| Total Estimated Hours Contributed this Week: | 8h15m |
| Estimated Time Spent  On Best Practices: | 30m |
| 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 iFrames and the Cap Crusher working |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 2/20 | Worked with Caleb to finish the iFrames and Cap Crusher, both now work | 1h |  |
| 2/21 | Fixed bug with Cap Crusher and made is to FPS is now it’s own ImGui window | 1h |  |
| 2/21 | Producer meeting, Jen’s final talk on tasks and team space tour | 1h |  |
| 2/21 | Weekly meeting between Ben, Caleb, and I. | 30m |  |
| 2/22 | Weekly tech meeting discussed some basic things | 15m |  |
| 2/22 | **ALL – Code Reviews:**  Did Code Review of Rishabh’s Rendering System | 30m | Yes |
| 2/24 | Lab time, did all team meeting and then worked with Brody and Rishabh to try and tech them more about using Lua | 3h |  |
| 2/26 | Strike Force meeting with Caleb, worked on scoring | 1h |  |
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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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| Didn’t have access to my PC all week so all my work was done on my laptop, which I work slower on |

# Weekly Work Log

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| --- | --- |
| Week Number | 9 |
| Total Estimated Hours Contributed this Week: | 11.5h |
| Estimated Time Spent  On Best Practices: | 1h |
| 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 scoring and work on collision detection optimizations |

## Work Tasks

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| --- | --- | --- | --- |
| **Date** | **Task Description** | **Time Spent** | **Was this a Best Practice?** |
| 2/27 | Weekly tech meeting, mostly about M2 | 30m |  |
| 2/27 | **ALL – Code Reviews:**  Code review of Ben’s component system | 1h | Yes |
| 2/27 | Weekly Lead/Producer meeting, mostly discussed plans for next year, specifically the hiring of new people | 1h |  |
| 2/28 | Spent some time looking into spatial partitioning for the collision system | 30m |  |
| 2/28 | Worked on scoring, fixed tower issue and made time survived work | 1h |  |
| 2/28 | Producer meeting | 1h |  |
| 3/3 | Lab time, did standup/all team meeting and then worked with Caleb on a lot of small QoL/UX changes that make the game feel much better | 3.5h |  |
| 3/5 | Started implementing a Quadtree system for collision detection, no idea if it will speed things up significantly but it’s better than nothing and I think it’s cool | 3h |  |
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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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