GAM300 Work Log Week 3

Matthew Oliver

# Monday 9/11

Sick so spent a few hours setting up unreal and researching blueprints – 2hrs

# Tuesday 9/12

Had a director meeting before lecture to discuss some production things – 1hr

(Don’t know if this counts) Lecture time – 1hr

Used lab time to plan out GAM part of M2 with Jackson – 1.5hrs

# Wednesday 9/13

Set up unreal project on laptop – 30min

# Thursday 9/14

Several hours of lectures during lab time – 1.5hrs

Did some final prep for M1 meeting, mostly making sure documents were set up and pipelines were planned – 1.5hrs

M1 meeting with professors – 30min

# Friday 9/15

Watched videos on how to do grappling hooks in unreal – 1hr

# Sunday 9/17

Researched a solution to a problem Braden was having as well as one with unreal on my desktop – 30min