GAM300 Work Log Week 8

Matthew Oliver

# Monday 10/16

Producer meeting -30min

Director meeting -1hr

# Tuesday 10/17

Tech meeting -1hr

Lab time, went over M3 with Jackson again, walked around and talked to everyone to see how they were doing, did all hands meeting, weekly UR report, and QA PSA – 3hrs

Researching grapple stuff -1hr

# Thursday 10/19

Lab time, worked with Ben to figure out custom movement modes, which was a failure– 3hrs

# Saturday 10/21

Changed to new grapple method and switched off custom movement mode -1.5hrs

# Sunday 10/22

Changed clickup bug tracking and tried to import mobility levels into unreal – 1hr

Small discussion with designers and then sat in on art meeting -2hrs