Project Cloud Hours Breakdown on Game Design Team

Website Link: <https://paulyoung-dev.github.io/>

Random Links:

* Truck platforming game: <https://www.youtube.com/watch?v=RujFEnWH6Z8>

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Week of 01/31/2021:

Sunday: 3 hours

* WolverineSoft Weekly Meeting (2 hours)
  + 1 hour pods/meeting
  + 1 hour talking design with Brandon
* Website Tutorial (1 hour)
  + With Amber and Nigel
  + Created website

Monday: 0 hours

* 0

Tuesday: 1.25 hours

* 1.25 Hour: Collaborated with Rob (9:30 – 10:30)
  + Enemy Design Reference
  + Brainstorming
  + Enemy Design Philosophy

Wednesday: 2.5 hours

* 1 Hour: Dungeon Objectives
  + Worked on the Confluence 1st Iteration Draft
  + Collaborated with Conor, welcomed the new guy (Bada, Sean Kwon, how cool a name!)
* Game Design Meeting: 1.5 hour
  + Made suggestions on weapon
  + Combine various designer ideas’
    - For Dungeon Objectives
  + Pitched Enemy Philosophy
    - Semi-tied to both Dungeon Objectives and Enemy Design Reference
  + Pitched Dungeon Objectives
    - Button-mash/button timing puzzle?
    - 1st Dungeon incorporate basic player mechanics
      * Boss puzzle an “exam” for player’s mastery of mechanics
      * Introduces next Dungeon main mechanics
        + The added challenge part
  + Pitched Enemy Design Reference
    - Worked with Rob, represented our Enemy Brainstorming
    - Make this a Roadmap, work with Rob again

Remaining MDP Hours: 2.25 Hours

Thursday: 0.5 hours

* Programming Session with Programming Lead Nigel: 30 minutes
  + HTML Tutorial
  + HTML CSS
  + HTML Images
  + Navigating GitHub and Visual Studio Code

Remaining MDP Hours: 1.75

Friday:

* B

Saturday: 1.75 hours

* Game Design Docs:
  + Enemy Reference: Organized rough draft enemy design reference information
    - Color-coded significant gaming words
    - Added how enemy mechanics relate to player mechanics
    - Added objectives of enemies (in a functional gaming sense, not narrative)
  + Enemy Philosophy:
  + Miscellaneous:
    - Looked at Enemies Pod, Design-think-tank, and Game Design servers for updates
    - Also other WSoft Studio servers quick skim
    - To know what’s going on beyond my tasks
* B

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Week of 02/07/2021

Sunday:

* 1 hour WSoft Meeting
  + I pitched my ideas and presented recommendations
* B

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* 30 minute meeting with Brandon
  + DO Confluence Objectives
* 30 minute setting up appointments with Narrative, Level Designer lead, UI, and theme creator

Thursday:

* 30 Minute Chat with Alex
  + Narrative Notes (DO)
* 30 Minute Chat with Matthias
  + Narrative Notes (DO)
* 1 Hour Chat with Manuel
  + Level Design (DO)

Friday:

* 30 Minute Chat with Bradley Gurwin
  + DO (Narrative)
  + Audio (in Audio Notes)
* 30 Minute Chat with Nikhil
  + Set up UI Goals for:
    - HUD
    - Hub Shop
    - Skill Tree Interface
* 30 Minute with Conor
  + Player Mechanics
  + Platforming Mechanics
* 30 Minute with George

Saturday:

* 3 hour(s)
  + Update and Organize Game Design Doc (Dungeon Objectives)
* 0.75 hour(s)
  + Talk with Brandon and Matthias about DO and Game Design Document Tips
* 0.75 hour(s)
  + Explored Programming in HTML more with my Webpage
    - Studied language as well as updated “Generic” webpage

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Week of 02/14/2021

Sunday:

* 2 – 3ish PM (1 Hour)
  + UI Pod Meeting with Nikhil, Emily, Naveen, and Amber
  + Game Design Meeting (Didn’t Pitch Today, Mainly Listened)
* B

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* A
* B

Saturday:

* 2 Hours
  + ProBuilder Tutorial to Create Level (halfway through video)
  + SNAPS tutorial
    - Asset Snap Tool
  + Probuilder Features
  + Grid Tutorial
  + A
  + Practice with it myself
* 1 Hour Office Hours with Brandon, Bada
  + 4:15 – 5:05ish
  + Reviewed Previews/Channels/Servers
* 1st DO Creation
  + ?
* 2.5 Hours
  + Indie Survival Guide : Sustainability Techniques for Small Midwestern Studios - Austin Yarger (6 - 7 PM)
  + Student-led Production Studios – Amber Renton (7-7:30 PM)
  + The Benefit of Small Games for a Small Studio - Jordan Ajlouni & Rachelle Viola (7:30-8:30)
* 1st Dungeon Objective Greybox
  + 2.5 hours

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Week of 02/21/2021

Sunday:

* 3 Hours
  + 1 Hour Meeting
    - UI Pod
    - Announcements
    - Game Design Chat
  + 30 Minutes Listening
  + 1 Hour Unity/GitHub/Bitbucket help
    - Transferring greybox and downloading Unity version to cloudinterior
  + 30 Minutes Chatting with Members planning talks and my role
* 1.5 Hours
  + Updating website
* MDP Hour(s) (1 hour?)
  + 11 PM – 12 AM

Monday: N/A

* A
* B

Tuesday: N/A

* A
* B

Wednesday:

* 2.5 Hours (Greyboxing)
* b

Thursday:

* 30 Minutes
  + Re-organizing Dungeon Objective Docs (1 Main Doc with 3 Branches)
  + Setting up an appointment with Brandon/Nikhil
  + Looking over updates in other departments/sections
* B

Friday:

* 1 hour (Brandon, Nikhil, Logan)
  + UI Design Stuf
  + Brandon’s Skill Tree
* B

Saturday:

* A
* B

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Week of 02/28/2021

Sunday:

* WSoft Meeting & DO2: 1:45 PM – 3 PM
* Preview Reviews/Comments/Reactions/Etc. 3:20-3:50 PM

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* 30 Minute Narrative Meeting
  + Alex in Narrative Chat
  + 2nd Dungeon Objective (Get pictures of progress thus far)
  + Boss Room Design (Get pictures of progress thus far)
* B

Thursday:

* 1 Hour
  + Game Design 2nd Dungeon Objective Document
  + Color coded document
  + Organized
  + Added feelings category
  + Further developed design specifics/mechanics that differentiate it from 1st DO
* Required Hours: 18-7.25=10.75 (Can count Sunday fortunately; midterms is excuse)

Friday:

* A
* B

Saturday:

* 12:05 – 12:35 Research UI stuff, created UI Research Doc
* 7:30 – 8 More UI Research Doc progress,
* 8-8:30 Talk with George and Brandon, totally new Dungeon Objective goals
* Required Hours: 18-8.75=9.25 (Can count Sunday fortunately; midterms is excuse)

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Week of 03/07/2021

Sunday:

* 12:45 – 2 PM (DO Research)
* 2-3 PM (WSoft Meeting)
* Required Hours: 18-11=7 (Can count Sunday fortunately; midterms is excuse)
* 4 – 4:30 Going over previews from departments
* 4:30 – 5 Dungeon Objective docs reorganized
* 5 – 5:30 Dungeon Objective research continues, read a few of the documents
* 5:30 – 6 Learning how to implement HTML pictures/stuff
* 6 – 6:30 Add/choose pictures to Cloud Interior folder on my website
* 6:30 – 7 Tested different pictures on website
* 7:30 – 8 Learned more about website code, analyzed it in depth
* 8 – 8:30 Created webpages
* 8:30 – 9 Created more webpages
* 9 – 10 Created Documentation webpages
* 10 – 11 Record the Blog Hours for this week

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* 2:30 – 4:30 AM (Website Upgrades/Tweaks) – 2 hours
* B

Thursday:

* 12:45 – 1:45 AM (Dungeon Objective Research/Documentation 1st DO) – 1 hour
* 11 AM – 1 PM (Documentation of 1st DO & 2nd DO) – 2 hours
* 2:30 – 3:45 PM (DO Brainstorming Session to Salvage Scope Reductions) – 1.25 hour(s)
* 9:45 – 10 PM – Created Dungeon Objective Cheat Sheet - .25 hour(s)

Friday:

* A
* B

Saturday:

* 12:30 – 1:30 PM (DO 1) – 1 hour
* 1:30 – 2:30 PM (DO 2 & DO 1 edits) – 1 hour

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Week of 03/14/2021

Sunday:

* WolverineSoft Sunday Meeting: 2-3 (1 hour)
* B

Monday:

* 9-10 PM EST Meeting with Manuel and Brandon—Save the Game, Playtest playtest playtest!!! (Decided to choose Brandon’s route for Game Design/Playtesting Ideas) – 1 hour
* B

Tuesday:

* 8-9:15 PM – Apoorva Game-Test Session –1.25 h
* B

Wednesday:

* A
* B

Thursday:

* 45 min – Game Design meeting (6:50-7:40)
* 30 min – Playtesting setup (Unity build/update cloudinterior iteration) and Design discussion with Nigel about game from a Programming perspective

Friday:

* N/A
* B

Saturday:

* N/A
* B

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Week of 03/21/2021

Sunday:

* 1 Hour WSoft Meeting & Quick Chat with Brandon
* 30 minute play-test session
* 1 hour creating Defaults/Non-defaults Doc, talking with teammates, and playtesting and planning

Monday:

* 30 min – Gameplay loops & New Design Doc Readover
* 45 min – Talk with Brandon, Amber, and Manuel, mainly about DOs and Gameplan for Game
* B

Tuesday:

* A
* B

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* A
* B

Saturday:

* 4:15 – 5:15 1 Hour—Review Goals, Ultimate Dungeon Objective Design, Catchup on Others’ Work, Organization of Dungeon Objective Documents [need 45 more minutes to cover last week’s hours]
* 8:10 – 10:09 45 Minutes, Ultimate Dungeon Objective Design, Research on Gameplay loops, and more

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Week of 03/28/2021

Sunday:

* 2 PM – 3:30 PM (1.5 hours)
  + Level Design Pod
  + Manuel (Level Design Meet)
  + Logan Hughes and Nigel Charleston (Ultimate Dungeon Objective)
* 9 PM – 10:30 PM (1.5 hours)
  + Brainstorm Ultimate Dungeon Objective Design Ideas
  + Record Ideas Down in Discord
  + Document Ideas in the “(Ideas) Ultimate Dungeon Objective” document

Monday:

* 12:15 PM – 12:30 PM (15 minutes)

[Remaining time: 5.75 hours for 1st Week, 14.75 for both weeks]

* + Worked on Ultimate DO Design
* 5:15 – 6:15 PM (1 hour) & 6:15 – 7:15 PM (1 hour)

[Remaining time: 3.75 hours for 1st Week, 12.75 for both weeks]

* + Worked on Ultimate DO Design
* 7:15 – 8:15 (1 hour) –Attended Video Game Music Club Virtually through Discord to get Advice for how game music should sound @ end.

[Remaining time: 2.75 hours for 1st Week, 11.75 for both weeks]

* 10:30 – 11:45 PM (1.25 hour) – Ultimate Dungeon Objective Design

[Remaining time: 1.75 hours for 1st Week, 10.75 for both weeks]

Tuesday:

* 2:15 AM – 4:00 AM (1.75 Hour)
* [Remaining time: 0.00 hours for 1st Week, 9.00 for both weeks]
  + Website/Blog Post Updates; Fixed Social Media, In Progress on Documentation Page, Organized Blog Post Webpages in HTML, etc.
* ?

[Remaining time: ?.?? hours for week]

* ??

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* 1:30 PM – 2:15 PM (45 minutes)
* [Remaining time: 8.25 hours]
  + Meeting with Brandon and Nikhil about DO Brainstorming and UI Updates
* 1:45 AM – 3:00 AM
* [Remaining time: 7.00 hours]
  + Website Updates & Folder/Screenshot Organization

Saturday:

* A
* B

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Week of 04/04/2021

Sunday:

* A
* B

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* A
* B

Saturday:

* A
* B

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Week of 04/11/2021

Sunday:

* A
* B

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* A
* B

Saturday:

* A
* B

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Week of 04/18/2021

Sunday:

* A
* B

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* A
* B

Saturday:

* A
* B

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Week of 04/25/2021

Sunday:

* A
* B

Monday:

* A
* B

Tuesday:

* A
* B

Wednesday:

* A
* B

Thursday:

* A
* B

Friday:

* A
* B

Saturday:

* A
* B