TEAM NAME: Demon Parasol

GAME NAME: Setsuko

ROLES: Lead Designer, Level Designer, Narrative Designer

DEGREE PROGRAM: BAGD

GAME DESCRIPTION: Setsuko is a top-down, adventure game that tells the story of a young Japanese girl in post-WWII Japan who is desperately trying to find a cure for her ill mother. It involved a defensive, instead of melee-based, combat system and sees the player figuring out puzzles, evading and outwitting enemies, and moving through the hazardous environments of a country plunged into despair. Ultimately, it’s a game that tells a story of grief and how we choose to deal with it, especially when we don’t have the comforts usually afforded those whose environment is not actively hostile against them.

LINKS: <https://svn.digipen.edu/projects/demon_parasol>

WORK DONE:

**Pre-Class (Winter Break):**

~8 hours - Playtesting the game with family/friends

~ 5 hours - Working on a few pet coding/system projects (enemy AI and particle systems) that may or may not be in the final game.

~ 10 hours - Watching films and reading books all directly related to the subject matter of the game (immediate post-WWII Japan)

**For the week ending on January 18:**

23 Hours - Entered and completed Zero Engine Game Jam with 3 out of 4 team members.

5 Hours - Friday Lab

6 Hours - Time spent reading/researching grief and Japanese history (over the course of three days; ongoing)

2 Hours - Rewriting part of the dialogue system to fix bugs made at the end of the last semester

**For the week ending on January 25:**

2 Hours - Met with team on Monday for meeting

1 Hour - Team Meeting on Friday

4 Hours - Team work session on Friday

Note: Not too much work this week after Game Jam and illness hitting midweek.

**For the week ending on February 1:**

NOTE:I missed the Lecture on Monday due to illness. And was absent from school on Tuesday and Wendesday recovering.

4 hours - Starting a complete rewrite of script. Mostly outlining.

3 hours - Came up with a new arc for the game based on cut sections of the game that are no longer feasible.

5 hours - Lab on Friday (mostly worked on fitting in new stages of grief arc and renaming and redesigning certain sections to fit that new arc)

**For the week ending on February 8:**

This is the week I was gone on personal medical issues. All work done was just research through some books read while on the trip. A little bit of map design, but probably not enough to warrant clocking it as part of work time.

**TOTAL TIME: ~ 78 Hours**

NOTES:

Team problems are legion and are a huge strain. We will hopefully be working them out very soon.