

Travis Moore

GAM255—Spring 2015

Milestone 2

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Information

Team Name

Demon Parasol

Game Name

Setsuko

Team Roles & Degree Programs

Producer: Garrett Huxtable, BAGD

Tech Lead: Eric Gleiser, BAGD

Narrative Director: Jason Clark, BAGD

Art Director: Travis Moore, BAGD

Game Description

A top down Japanese inspired action adventure tragedy featuring a female protagonist exploring the five stages of grief

Links

Digipen Repo: https://svn.digipen.edu/projects/demon_parasol

Github Repo: <https://github.com/egleiser/DemonParasol>

Trello: <https://trello.com/b/i4ds3Sn7/setsuko-spring-2015>

Work Done

Week 6

Date	What You Did	Explanation (If needed)	Time Spent
02/13/2015	Team Meeting	Met with team to discuss our current team dynamic. Difficult conversations were had, but we were able to work our way through our current problems. We also reviewed Jason's narrative document	1.5 hours

		and suggested a few changes.	
02/13/2015	Level Design	Utilized Trello and Illustrator to create some mockups of enemies, the burnt city dungeon, and also a color scheme. Presented idea to teammates for critique and feedback. It appears this dungeon is heading in the right direction, as everyone thinks the ideas behind the theme are sound.	3.5 hours
02/13/2015	Team on One	Met with Rachel to have our second team on one.	4 hours

Week 7

Date	What You Did	Explanation (If needed)	Time Spent
02/18/2015	Team Meeting	Met with team to discuss how we will be dividing up tasks that are currently on Trello. Garrett lead the meeting with us asking questions and participating as needed.	1 hours
02/18/2015	Level Design	Using Illustrator and my sketchbook I have been adding to the plan for the Burnt City Dungeon.	2.5 hours
02/18/2015	Beta Rubric	I volunteered to add the rubric TCRs, DCRs, etc... to our Trello so that we can assign sections to check off and keep track of. This will take a while, there is more to type than I thought there would be.	3 hours
02/20/2015	Team Meeting	Met briefly with all members of the team to discuss what everyone is working on.	0.5 hours
02/20/2015	Character Mockups	Created new character mockups based on the wooden doll look that we are doing now for Setsuko, her mother, and the diviner. Gave these mockups to Garrett for modeling.	1.5 hours
02/20/2015	Burnt City Dungeon Planning	Continued storyboarding the idea for the burnt city dungeon. Discussed ideas with Eric and Garrett about using light as the	2.5 hours

		primary mechanic of that dungeon instead of the hide/stealth mechanic that we previously agreed on. They agreed. Added storyboards to Trello.	
02/20/2015	Enemy Mockups	Worked on 2 enemy types for the burnt city dungeon. These will need to be approved and passed to either Garrett or Eric for modeling.	1.5 hours

Week 8

Date	What You Did	Explanation (If needed)	Time Spent
02/24/2015	Team Meeting	Met with team and briefly discussed where we are and what we are doing. Explained I'd be working on mockups for enemies/bosses so that Garrett/Eric will have references for use in Maya.	0.5 hours
02/24/2015	Concept Art	Sketched and digitally created in Illustrator 4 concepts for the following enemies: Wisp, Wall Yokai, Oni Yokai Boss, and Diviner Boss. Posted these concepts to Trello with brief descriptions of the enemies and what their purpose is.	4.5 hours
02/24/2015	Social Media	Created an album for concept art for our team's facebook page and uploaded the concept art along with sketches.	0.5 hours
02/27/2015	Team Meeting	Met briefly with all members of the team to discuss what everyone is working on. Explained that today I'd be working on paper prototyping the Burnt City Dungeon Overworld layout.	0.5 hours
02/27/2015	Level Design	Sketched and later digitally created a layout for the Burnt City Dungeon Layout. This layout includes overall level design with enemy placement, patrol paths, and area by area descriptions of what each part of the level design is trying to accomplish. Posted the layout design and explanations on Trello for approval.	5 hours

Week 9

Spring Break

Week 10

Date	What You Did	Explanation (If needed)	Time Spent
03/13/2015	Team Meeting	Met with team and briefly discussed where we are and what we are doing. Eric had requested a view concepts to help him model assets, so I'll be working on that today.	0.5 hours
03/13/2015	Concept Art	Created an environmental assets template file for future use in creating non-character assets for the game. Created a mirror concept for use in the Burnt City Dungeon. Pushed a mockup to Trello for teammate approval. Also discussed with Eric and Garrett the idea of using organic looking shapes to always indicate "safe" things, while sharp, geometric shapes are reserved for enemies.	1.5 hours
03/13/2015	Concept Art	Created a top-down view of the Diviner's Hand as requested by Eric to help him model it. Also created a side-view of the Mother's hair to help Garrett with understanding the hair style. Uploaded all of these to Trello.	2 hours

Week 11

Date	What You Did	Explanation (If needed)	Time Spent
03/20/2015	Team Meeting	Met with team and planned out what else we would need for our milestone presentation.	0.5 hours
03/20/2015	Milestone Presentation Power Point	Created the power point for our milestone presentation. Cut up sections of the rubric and created graphic images for our grade breakdown. Created new risks and	2 hours

		mitigations. Created last milestone graphic.	
03/20/2015	GitHub / Script Review / Rubric Self Grading	Helped Jason and Eric with GitHub merging. Went over the script with Jason. Started pre-grading our project with Garrett to figure out where we currently stand.	2 hours
03/20/2015	Milestone Presentation Practice	Went to Euclid with the team to practice going over our presentation. I'll be speaking over the demo section for the Burnt City Level.	1 hour
03/20/2015	Milestone Presentation	Presentations were behind so we had to wait quite a while before we finally gave our presentation.	1 hour

Total Work Hours

41.5 hours

Notes

Overall

This milestone started out really strong after our team-on-one with Rachel, but slipped back into old habits after a week or two. Our team barely meets at all, but at least when a due date comes up we all pull together and get something going. I learned from the team-on-one that I should be more assertive about getting what I want completed for the game.

My old habits were to try and get approval from everyone before starting on something that I think would work well for our game. This old habit did not work well with the team because getting everyone in the same room is almost impossible. Instead, I started creating the Burnt City Dungeon without approval and later posted on Trello the work that I had been doing. With the work already done, it did not matter so much if anyone liked the idea before, everyone was just glad to see something done. It's harder to

turn down work that has been done than just an idea.

Individuals

Eric— Eric is a little bit better about showing up to school. Considering he has this class and one other, I would like to see him show up in the team space more. His outside life seems to affect his ability to show up to school. This being said, he always manages to get a lot of work done in a short period of time. He has been helping bring the Burnt City Dungeon to life by taking my layout and mechanics that I've designed and putting them in the engine. Overall I like working with Eric when he is around, but I've learned to not rely on him.

Garrett— Garrett shows up and gets the modeling done that he is asked to do. I suppose there is not much going on with the producer meetings lately because he does not communicate anything from them. We get along fine and I help him when he needs help, and vice-versa. I would work with him again in the future because he is reliable and always at school.

Jason— I've finally found out that Jason is having lots of personal issues this semester which is why he is never around. He started coming back to school the week of the milestone but his presence is probably temporary. In our team-on-one Rachel said that we should consider him to be not really here because of the personal reasons. I hope everything gets better for him soon.

Travis— I've learned a lot this milestone. I've been upset about having a fragmented team, but I've come to terms with this by simply accepting this for what it is. I've come out of this milestone with more concept art completed, level designs, and a direction for our game to take with the Burnt City Dungeon. I will keep moving forward with this and do the work I intend to complete for our game without feeling stalled for approval from our team. If they like what I've done great! If they do not, then I will modify it to their liking. Either way I will be working on making our game complete.