Travis Moore

GAM255—Spring 2015

Milestone 3

Table of Contents

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 12

Date	What You Did	Explanation (If needed)	Time Spent
03/24/2015	Team Meeting	Met with Garrett because he was the only other person to meet up today. We discussed our plans for the game and he suggested that I work on our UI next.	0.5 hours

03/27/2015	Team Meeting	Met with Jason and Garrett to discuss what we will be working on.	0.5 hours
03/27/2015	UI Redesign	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.	2.5 hours
03/27/2015	Illustrator / Scripting / TCR Grading	Helped Jason learn how to use Illustrator extensively. Helped Akira learn how to script for the gamepad. Helped answer questions about our game to our TCR graders.	2 hours

Week 13

Date	What You Did	Explanation (If needed)	Time Spent
03/30/2015	Social Media	Met with Jason and Eric in the team space. I helped Jason work on his maps in Illustrator, provided Eric with advice on modeling the Diviner Hand Boss, and also worked on the UI redesign.	0.5 hours
03/27/2015	UI Redesign	Redesigning the UI in Illustrator and saved out several mockups for view on Trello.	3 hours

Week 14

Date	What You Did	Explanation (If needed)	Time Spent
04/07/2015	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
04/07/2015	UI Redesign + Scripting	Began importing assets into the engine, started the new start splash screen. The start menu now creates and destroys components of the menu as needed. Some of the graphical elements may need	3.5 hours

Date	What You Did	Explanation (If needed)	Time Spent
		to change later on (like the controls diagram). Added my work to trello for testing.	
04/10/2015	Team Meeting	Met with Garrett because he was the only one to show up. Told him I'd be adding the last missing parts to the menu system.	0.5 hours
04/10/2015	UI Missing Parts + Scripting	Tested the current parts, trying to break them. They seem to work great. Completed the missing components and added the quit confirmation dialog. Started the pause menu but ran into a snag where Jason's dialog system unintentionally breaks us out of pausing by pressing "b".	3.5 hours

Week 15

Date	What You Did	Explanation (If needed)	Time Spent
04/15/2015	Team Meeting	Met with the team and discussed what all we'd need to get this project done. Created a list of items for us to check off as we complete them before the day is up.	0.5 hours
04/15/2015	UI Redesign + Scripting	Added more graphical options to the options menu. Tweaked minor visuals and fixed small problems with the code. Adjusted UI things as needed through playtesting with the team.	3.5 hours
04/15/2015	Fixing Git Merging and Data	Eric's merge with the master broke many things. I went through the game's data files and manually edited them back to normal.	2.5 hours
04/15/2015	New Graphical Assets	Updated our credits graphic, created a new eye texture for the demon parasol, created a new highlight graphic, and also updated our controls scheme graphic for the game. Placed them and rescripted several things in order to get them to work in their respective places.	1.5 hours

04/15/2015	Testing and Breaking Things	Tested Jason's dialog system and repeatedly broke it, much to his demise. Helped him solve the problem and devised a solution where we make it physically impossible for someone to press a button fast enough to cause the bug. Tested the whole game with Eric and created a list of to-do's to help keep us all on track.	3.0 hours
04/15/2015	After Effects Video + Game Recording	Recorded sections of the game and composited a video in After Effects to highlight the most interesting parts of our game.	2.5 hours
04/15/2015	Installer	Downloaded installer software, started running through the instructions to make our game fixing several more problems along the way.	1.0 hours

Total Work Hours

31.5 hours

Notes

Overall

While I am pretty happy with the game that we turned in, it is a shame that we had to cut all that we had to in order to turn it in on time. With the exception of the three days before the project was due, half our team was missing in action during these last few weeks. I tried my best to keep my spirits up by keeping myself busy redesigning and refactoring the UI and providing concept art and model diagrams as needed.

Individuals

Eric— The one positive thing I can say is that Eric's drive during the final days is amazing and he accomplished a lot of work in 72 hours. However, it is worth noting that if

he were simply to show up and do a few hours of work a day at school with the team then he would not have needed to do a marathon coding session in the first place. I still like to work with him, but I've learned my lesson when it comes to choosing a reliable teammate or an amazing developer. That being said he is an amazing developer who can do anything he wants to put his mind to accomplishing.

Garrett— Garrett checked out weeks ago, but thankfully he still showed up every team meeting, even if we were the only two people there. I believe he accomplished making a few models and an interior scene in Maya and fulfilled his duties as the producer by filling the rubric out and submitting the final project. Garrett was reliable about showing up on time. I would not mind working with him again, but I think he'd be happier not being a producer and instead focusing more on in-game work.

Jason— Jason obsessed over his dialog system throughout the semester and was determined to keep it in the game, despite milestone 2 presentation feedback that it should be cut from the game. I should commend him for making the cuts to the dialog that he did because he was awfully attached to his writing. Despite all his medical issues he did his best to stay a part of the team.

Travis— I started off this semester being quite negative about our team composition. While I stand by the truth behind these statements, after all our team was rarely in the same place at the same time, I should have been more tactful in how I communicated this with my team. Halfway through the semester I formally apologized to the team and begged them to please show up and work together so we can make our game great. Unfortunately my plea fell on deaf ears and this did not happen.

Despite this I feel like I grew this semester in my ability to make the best of a bad situation. I felt incapacitated in my ability to do things for the team without their approval. Now I realize that this should not stop me. I was able to accomplish quite a lot on my own, and well before the project was due. While our team was not the best, I still feel like we managed to create a great end-product and I'm glad I was able to grow from the experience as a scripter, artist, and teammate.