­­Weekly Log 11/03/2014 – 11/09/2014

Travis Moore

Demon Parasol

Setsuko

Art Lead

Your Work and Hours

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 11/03/2014 | Zero Engine / Zilch / Blade Trap Enemy | Enemy that slides along a set path if it has no target set to it, otherwise detects if a target is in range and slides along path to try and intercept target. Possible enemy for dungeons. | 3hr |
| 11/04/2014 | Code Planning | Went over ways to split up the AI behaviors with Jason C. | 0.5hr |
| 11/06/2014 | Puzzle Planning | Discussed how the former “Pentagram Puzzle” should work in the long term for our game with Eric and Garrett. We’ve agreed to stray away from the pentagram look and instead do a normal star made up of triangles. | 0.5hr |
| 11/06/2014 | Code Review | Went over the mushroom and blade trap enemy code with Eric. Eric said everything looks good, but did catch one small error in the way the mushroom’s vector to enemy was calculated. | 1hr |

What I’m Planning On Doing Next Week

I’m currently working on implementing new AI behaviors that can be attached to a central enemy AI manager. I will also be involved in level design for our vertical slice.

What I Discovered This Week

I’ve learned that while I can plan on devoting time on the game project there will always be weeks where other classes, namely GAT211, which will take priority. This semester has been an education in trade-offs where one week I have the time to devote to one set of classes and in other weeks I do not. This balance is difficult to maintain, but necessary if I am to pass all of my classes.

Asking and Giving Help

I worked with Eric going over the previous week’s code for the mushroom and blade trap enemy. I also did playtesting with Garrett and Chris Christensen for our GAT211 Team Fortress 2 projects.