­­Weekly Log 11/10/2014 – 11/16/2014

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Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 11/14/2014 | Team Meeting / Design Meeting | Met with the team during our lab together to go over the rubric. Mapped out a plan for how to approach the next milestone. We will be creating the intro and dungeon levels, as well as creating a GDD. | 4hr |
| 11/15/2014 | Team One on One | Had our first team one on one with Rachel and it was a big success. Hopefully communication will improve with the new tools she has given us. | 4hr |
| 11/15/2014 | Milestone Planning / Blocking Things Out | Met with the team to tree out the things needed to complete our game for the milestone. We also blocked out a sequence for our game to take. | 1hr |
| 11/15/2014 | Team Homework Session | Worked on CS with Garrett, Jason C., and Eric. Also helped out Chris Christensen. | 3.5hr |

What I’m Planning On Doing Next Week

We’re calling enemy AI complete at this point and focusing purely on level design for our intro and dungeon levels. I will be assisting Jason and Eric with the intro and dungeon level design, creating a UI system, and also making in-game dialog busts of the mom, dad, diviner, and monk.

What I Discovered This Week

Team One on One’s are awesome and we needed to do it sooner. We are so much better off for doing this.

Asking and Giving Help

I asked for help from the team on CS homework and also gave help to Chris Christensen for CS.