­­Weekly Log 11/17/2014 – 11/23/2014

Travis Moore

Demon Parasol

Setsuko

Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 11/17/2014 | Team Meeting / Design Meeting | Met with the team to go over what will be needed to make milestone 3 possible. Listed out a bunch of things and assigned them as deliverables for each person. | 1.5hr |
| 11/17/2014 | Concept Art / UI Health Meter | Sketched and digitally constructed a ui health meter for our main character. We are using a carnation flower with 5 petals as hit points, every hit point lost removes a petal and slightly changes the color of the flower itself. Submitted for review. | 2.5hr |
| 11/17/2014 | Milestone Planning / Trello | Added various deliverables to Trello for myself and for the team. | 0.5hr |
| 11/18/2014 | Concept Art / UI Text Dialog Boxes | Sketched and digitially constructed a ui text dialog box to be used during speaking sequences in the game. Still needs proper font and I will be meeting with Jason to go over exact size and looks for this later today. | 1hr |
| 11/18/2014 | Refining Art /  UI Health Meter | Refining the ui health meter based upon feedback. Resubmitting for approval and prepping petals for export. | 1hr |
| 11/18/2014 | Concept Art / UI Text Dialog Boxes | Created 2 versions of the text/dialog boxes with character busts. Talked to Jason and performed revisions. Added mockup to Trello. Next up will be making a bunch of versions of this per talking character in the game. | 2.5hr |
| 11/18/2014 | Concept Art / Particle System / Butterflies | Digitally created 10 butterfly particles and uploaded mockups to Trello. | 1hr |
| 11/19/2014 | Team Meeting / Design Meeting | I met with Garrett and Eric to go over the design and layout of the dungeon level for our game. I mapped out the rooms, needed assets, and the types of puzzles each room will have. | 2hr |
| 11/19/2014 | Concept Art / Particle System / Bees | Digitially created 5 versions of bee particles and uploaded the mockups to Trello. | 1hr |
| 11/19/2014 | Concept Art / Father | Sketched and then digitally created the look for Setsuko’s father. Created a mockup of the father and a dialog bust with text box and posted them both to Trello. | 1.5hr |
| 11/21/2014 | Team Meeting / Design Meeting | Continued designing the dungeon area of the game. | 1hr |
| 11/21/2014 | Team Homework Session | Worked on GAT240 with Garrett and Eric. | 2.5hr |

What I’m Planning On Doing Next Week

I plan on going through my deliverables list and start working on the HUD scripts, as well as finishing out the character concepts and dialog busts for each speaking character.

What I Discovered This Week

I’ve learned that it is amazing how much we can accomplish when we all have a singular focus. I have a renewed faith in this team.

Asking and Giving Help

I helped Eric setup sound equipment in the team space. I helped Jason C. and asked Jason C. for help with the dialog system. I received help and gave help with GAT240 projects.