­­Weekly Log 11/24/2014 – 11/30/2014

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Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 11/24/2014 | Concept Art / Remaining Characters | Created digital mockups of the monk (by revising the father), parasol, mother and diviner. | 2.5hr |
| 11/24/2014 | Refining / Character Busts & Dialog Boxes | Revised the monk and father. Defined a color scheme for all speaking characters in the game’s dialog box system. | 1.5hr |
| 11/24/2014 | Exporting Art Assets | Created the spites that will be used for the dialog box system (dialog boxes tied to each character’s unique bust). | 0.5hr |
| 11/24/2014 | Concept Art / UI Screens | Digitally constructed mockups for the screens to be used for our game. Finished a start screen, menu screen, and how to play controller screen and keyboard and mouse controller mockup. | 3.5hr |
| 11/28/2014 | Concept Art /  Splash Screens | Creating the splash screens to be used at game start up, DigiPen screen remade, zero engine screen, team screen and also a quit confirmation screen. | 2.5hr |
| 11/29/2014 | Refining UI / Splash Screens, and Buttons | Prepared and exported sprites for use in the game, imported these sprite to zero so I can construct the UI and opening splash screen sequence. | 3hr |
| 11/29/2014 | UI / Splash Layout & Zilch Scripting | Created scripts to control splash screen sequence, UI buttons, level changing logic, animation transitions, and screen fading and scrolling. | 4.5hr |

What I’m Planning On Doing Next Week

I believe everything is nearly done for the UI, except for the options menu and keyboard/gamepad support (I’ve contacted Eric and Jason several times about this, but have yet to hear back from them). Aside from finishing up this, I plan on being a part of the GDD and Game Pitch Document creation, especially when it comes to the layout of this documentation.

What I Discovered This Week

I learned how to put together quite a decent UI for a menu system. In particular I’ve gotten better about using actions to create animated transitions like translating, scaling, and fading in and out.

Asking and Giving Help

Our team was mostly gone this week, so although I’ve asked for help, I have received no help this week or helped anyone else.