Weekly Log 09/22/2014 –09/28/2014

Travis Moore

Demon Parasol

Untitled

Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 09/24/2014 | Art Research | Researching art styles, including Japanese art, to gain inspiration for an art style for our game. I may have found a style that will suit our game; mockups will be made next week. | 1hr |
| 09/25/2014 | Zilch/Zero Engine | Spent time as a team working on homework using the zero engine and scripting with zlich. | 2hr |
| 09/26/2014 | Zilch/Zero Engine/Github | Spent time as a team working on homework using the zero engine and scripting with zlich, as well as showed Eric how to merge branches using Git. | 1.5hr |
| 09/26/2014 | Team Meeting | Rearranged team space to start using post-it note boards. | 0.5hr |
| 09/27/2014 | Zilch/Zero Engine | Worked with Garrett on zero engine homework, went out to lunch, and briefly discussed our team game. | 8hr |

I'm planning on creating mockups of the style that I've been researching. This will help to establish a style guide so that we will have a clear and consistent idea of how our game is going to look.

This week was full of projects and homework for other classes. I thought I would have time to do more for our game time, but unlike all the time I had last week, I just could not get around to doing as much as I'd like. However, compared to last week we spent much more time together as a team and are getting to know each other better.

I asked Eric and Garrett for help with scripting in the zero engine and provided help when I could. I also showed Eric how to merge in Git and provided him a ride home one day when he needed it.