­­Weekly Log 09/29/2014 – 10/05/2014

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Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 09/30/2014 | Art Research/Repo | Uploaded an inspiration directory to our team repo, as well as examples of work that I think can help us create a style for our game. | 1hr |
| 10/01/2014 | Team Meeting | Discussed the art style of the game that I want to try out when concept art begins. Approved. | 0.5hr |
| 10/01/2014 | Concept Sketches | Started concept sketches for the main girl character. | 2hr |
| 10/01/2014 | Digital Mockups | Completed vector art for the child character. | 1.5hr |
| 10/01/2014 | Milestone 1 Presentation Power Point | Milestone presentation power point, theme creation. | 0.5hr |
| 10/01/2014 | Milestone 1 Presentation Practice | Practice going through what we will be saying in our power point presentation for milestone 1 | 2hr |
| 10/02/2014 | Milestone 1 Pre Presentation, and Presentation | Team meeting to go over last minute presentation details, as well as the actual presentation. | 1hr |
| 10/02/2014 | Milestone 1 Completion Celebration | Went to Black Raven to celebrate, discussed areas of improvement in next milestone and what we should all be doing next. | 2hr |
| 10/03/2014 | Artist Meeting | Met with team artist, Billy. Gave direction and assignment to model main character/girl | 0.5hr |
| 10/03/2014 | Research/Concept Sketches | Research of geographical information on Japan. Environmental ground types: grass, long grass, dirt, dirt path, rocky area, sand, etc… | 3.5hr |
| 10/04/2014 | Team Homework Session | Worked on CS homework with Garrett, briefly discussed team game. | 6hr |

I’m currently working on creating as many mockup/concept sketches for our team artist, Billy, so that he can start to model art assets for our game. I’d also like to be involved in the main world map creation, as well as begin programming for our game.

I’ve learned a lot about scope and communication this week. In the previous weeks our team has split up and communication has been lacking. With the milestone project being due our team spent much more time together and I feel like we were all more productive for it. We really need to make sure we communicate better as a team and all meet up often to do our team game and other homework for our classes.

I provided and asked for help on ActionScript 3 XML files with fellow team member, Garrett, and fellow BAGD, Berne. I also asked for help from Eric for where to start for programming for our team game.