­­Weekly Log 10/06/2014 – 10/12/2014

Travis Moore

Demon Parasol

Setsuko

Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 10/06/2014 | Team Meeting / Homework Session | Met with Garrett for a team homework session. | 2hr |
| 10/07/2014 | Team Meeting | Met with Garrett (Jason and Eric are sick) to discuss the creation of our game's main map, as well as the main mechanics, controller setup, and simple ai enemies. | 1.5hr |
| 10/07/2014 | Trello / Team Repo / Illustrator | Transcribed the results of our earlier meeting for Jason and Eric to view on the team repo and also on Trello. Created a XBox Controller Diagram. | 2hr |
| 10/10/2014 | Team Meeting | Discussed UI, Coding, Zero Engine details with Garrett and Eric | 1.5hr |
| 10/10/2014 | UI Research and Mockups | Researching and creating mockups for a UI for our game | 1.5hr |

I’m working on creating environmental textures and concept art for Billy, as well as UI mockups.

Sticky notes are awesome!

Worked with Garrett and helped him on CS homework. Asked Eric for help on getting started on coding for our game.