­­Weekly Log 10/13/2014 – 10/19/2014

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Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 10/15/2014 | Team Meeting / Homework Session | Met with Garrett, Eric, and Jason to work on CS176 for a team homework session. | 8hr |
| 10/16/2014 | Zero Engine / Zilch | Spent time looking over camera tutorials/parallax scrolling/and other zilch tutorials. | 1.5hr |
| 10/17/2014 | Team Meeting / Code Overview/ Style Guide | Met with team to establish where we are and what we should be doing next. Eric went over his code thus far in the game. Started working on a living style guide document to establish the aesthetic of our game. | 4hr |
| 10/18/2014 | Team Activity | Met with the team to discuss our game, but mostly to play games together and bond as a team. | 7hr |

I’m currently working on establishing a style guide and will be assisting Garrett and Jason on creating the vertical slice of our game that we will be presenting for our milestone presentation.

Once again I've learned just how much time my other classes take away from my ability to get a lot of work done for our game. GAT211 and CS176 took up the majority of my time up until Thursday. Eric and Jason dropped GAT211 and should have more time freed up for our game, and I kind of wish I could be doing the same. I'm going to have to free up more time somewhere or possibly sacrifice quality from my other classes' assignments.

I worked with Garrett, Eric, and Jason on CS homework. I also asked Eric for help in understanding his code in our game.