­­Weekly Log 10/20/2014 – 10/26/2014

Travis Moore

Demon Parasol

Setsuko

Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 10/20/2014 | Team Meeting / Homework Session | Met with Garrett and Jason to work on GAT240 project 2 for a team homework session. | 7hr |
| 10/20/2014 | Zero Engine / Zilch | Learning more zilch zero engine things while working on GAT240 things at home. | 2hr |
| 10/21/2014 | Zero Engine / Zilch | Learning more zilch zero engine things while working on GAT240 things at school. | 1.5hr |
| 10/22/2014 | Team Meeting / Homework Session | Met with Garrett, Jason G., and Jason C. to work on GAT240 project 2 for a team homework session. | 6.5hr |
| 10/23/2014 | Team Meeting / Homework Session | Met with Garret and Jason C. to work on GAT240 project 2 and talked briefly about our game. Jason and I discussed concept art for the other characters. | 2.5hr |
| 10/24/2014 | Team Meeting / Particle Art | Met with Garrett and Eric and worked on GAT240 and our game. Made 12 wind particle types for use in the game. | 4.5hr |
| 10/25/2014 | Team Activity | Met with Garrett and Eric to hang out/bond/play video games together. | 5.5hr |

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. I am also creating particles for use in our game.

I’ve learned how important it is to be at all of our team meetings. This has been an issue with members of our team. Whenever we do meet we get things accomplished, but not every member of the team always shows up to the meetings. This needs to be corrected because it is causing problems.

I worked with Garrett, Jason C. and Jason G. on GAT240 homework. Jason C. helped me with Collision Tables in the Zero Engine.