­­Weekly Log 10/27/2014 – 11/02/2014

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Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 10/27/2014 | UI / Controls Diagrams | Created a working .ai file for control diagrams. Created mouse, keyboard vbuttons, and game pad control diagrams that can easily be edited (for future use on the controls m­­enu of our game). | 3hr |
| 10/27/2014 | UI / Screens / Buttons Templates | Created an .ai file for creating UI buttons and Screens. Created placeholder buttons and screens for use in game. | 1hr |
| 10/27/2014 | Zero Engine / Zilch / Level Manager | Worked on several scripts Z\_UI\_Buttons.z, Z\_LevelLogic.z, and Z\_SplashScreenLogic.z which should help with making a basic menu system and ui for our game. Using the placeholders I previously created until we decide on what we actually want. | 3hr |
| 10/28/2014 | Zero Engine / Zilch / Level Manager | Continued progress on the previously mentioned scripts. | 1hr |
| 10/29/2014 | Concept Art | Worked on and completed concept art for the enemy dog (day and night form) and also the mushroom (night form). | 4hr |
| 10/29/2014 | Zero Engine / Zilch / Teleport Script | Completed a simple teleport script that can be attached to the player and then teleport them to a different set of coordinates. | 0.25hr |
| 10/29/2014 | Zero Engine / Zilch / Level Manager | Finished the Level Manager scripts and tested them to make sure they work. | 0.75hr |
| 10/29/2014 | Milestone Power Point | Created Milestone Power Point project, created sections in the .ppt, and filled it all in with as much info as I had. | 1hr |
| 10/29/2014 | Zero Engine / Zilch / Enemy Mushroom AI | Started working on scripting out an enemy mushroom’s behaviors. So far it tracks the target, rotates to face the target, and chases the target when it is in range. Lunging is next, followed by jumping/flipping in the air to land on its head. | 2hr |
| 10/29/2014 | Milestone Power Point Presentation | Practiced going over the milestone presentation with the team. My section is the demo explanation and the art explanation. | 1hr |
| 10/30/2014 | Milestone Power Point Presentation | Practice going over our Segment Milestone Presentation. Specifically, I went over what I would say during the demo and what I would say for the art in the game. | 2hr |
| 10/30/2014 | Milestone Power Point Presentation | Presenting our Milestone Presentation to Ben and Ellen. | 0.5hr |
| 10/30/2014 | Zero Engine / Zilch / Mushroom AI | Added the functionality to make decisions based on a percentage property of likelihood to perform one attack over another. Finished the Lunge attack. | 1.5hr |
| 10/31/2014 | Team Homework Session | Helped Garrett and Berne with CS176 homework. | 1hr |
| 10/31/2014 | Zero Engine / Zilch / Mushroom AI | Finished the mushroom jump into air, rotate to present top of mushroom above player, and crash down on player. Basic collision with player is recognized and damage needs to be sent once there is a health component on the player. Code review is next with Eric. | 3hr |
| 11/01/2014 | Trello | Updated my Trello deliverables, added new enemy concepts. | 0.5hr |

I’m currently working on the mushroom AI scripts, in particular behavior to track the player, decide between attacks to perform and the lunge and air-headbutt attack. I am also scrapping the style guide for now and instead going to be focusing on level design and enemy AI.

I’ve learned that roles can change. I feel like I wasted so much time doing concept art only to just now learn that my team will not be using my concept art in the game at all. I guess my new role should be level design/script monkey because my art will not be in the game after all. I cannot help but be a little upset about it.

I worked with Garrett, Jason C. and Jason G. on features for our milestone presentation. Helped a freshman out with a zero engine/zilch scripting problem he was having. Helped and was helped by Jason C. on CS116 homework. I helped put together the power point with Garrett. I helped Garrett and Berne with CS176 homework.