­­Weekly Log 01/05/2015 – 01/11/2015

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Demon Parasol

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Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 01/05/2015 | Team Meeting | Met with the team to go over schedules and figure out how we will make time for working together as a team. | 1 hour |
| 01/06/2015 | UI Redesign / Code Refactor | Working on redesigning the UI to be much less complicated compared to what we turned in last semester. Recreated splash screens, transitional animations, and main menu. | 4 hours |
| 01/07/2015 | UI Redesign Code Refactor | Recreated Mouse, Keyboard, and Gamepad Button selection with transitional animations. | 6 hours |
| 01/09/2015 | Team Meeting | Met with team to reevaluate our team game in its current state. We have decided to make a few big changes to our game based on instructor feedback. A new narrative and a stronger theme based around the stages of grief have been agreed upon. One new mechanic, shielding with the parasol, will be added to the game. | 3 hours |
| 01/09/2015 | UI Redesign / Code Refactor | Working on recreating submenu/quit confirmation in the submenu space. Redesigning the way buttons archetypes are set up. | 4 hours |

What I’m Planning On Doing Next Week

I’m planning on finishing up the UI redesign and refactor so that I can start working on the concept designs for the environment and characters that we will need.

What I Discovered This Week

I’m gaining confidence in my ability to learn new techniques and refactor code on my own.

Asking and Giving Help

I asked Eric for some help in a few areas with the way that spaces work.