­­Weekly Log 03/23/2015 – 03/29/2015

Travis Mo­ore

Demon Parasol

Setsuko

Art Director

Your Work and Hours

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 03/24/2015 | Team Meeting | Met with Garrett because he was the only other person to meet up today. We discussed our plans for the game and he suggested that I work on our UI next. | 0.5 hours |
| 03/27/2015 | Team Meeting | Met with Jason and Garrett to discuss what we will be working on. | 0.5 hours |
| 03/27/2015 | User Interface Design | Started designing the new look for our UI, specifically the start and menu screens. | 2.5 hours |
| 03/27/2015 | Illustrator / Scripting / TCR Grading | Helped Jason learn how to use Illustrator extensively. Helped Akira learn how to script for the gamepad. Helped answer questions about our game to our TCR graders. | 2 hours |

What I’m Planning On Doing Next Week

I will be redesigning and refactoring our UI and HUD.

What I Discovered This Week

Nothing new that was discovered.

Asking and Giving Help

I helped Akira with gamepad scripting and I helped Jason learn how to use Illustrator.