­­Weekly Log 01/12/2015 – 01/18/2015

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Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 01/12/2015 | UI | Functionality for submenus / quit confirmation menus. Also fixed a problem with mouse controls not animating properly on submenu transitions. | 4 hours |
| 01/13/2015 | UI | Created Pause Menus and Main Menu Confirmation menus, as well as their functionality. Most of the mouse related problems are fixed, but there is a slight bug with trying to repeat through submenus. Considering getting rid of functionality for mice altogether. | 5 hours |
| 01/14/2015 | UI | Quit Confirmation for main menu and for pause menus work perfectly for keyboard and mouse, but mouse only works on the first try. Repeated quit confirmations with the mouse causes issues. Also added scrolling credits. | 4 hours |
| 01/16/2015 | Team Meeting | Met very briefly with team for a team meeting. Producer meeting was explained. | 0.5 hours |
| 01/16/2015 | Concept Art | Created front and side views of the Casa Obake for Eric so that he can model it out. | 0.5 hours |

What I’m Planning On Doing Next Week

The UI refactor seems mostly complete. I will have to meet with Eric to consider what to do about mouse controls for the UI or if he thinks we should scrap that altogether. I will start working on the concept designs for the environment and characters that we will need.

What I Discovered This Week

I really enjoy doing UI work, but I'm ready for something new to work on.

Asking and Giving Help

No help asked or given to my teammates this week, but I did help Chris Christensen with his CG125 modeling homework.