­­Weekly Log 01/19/2015 – 01/25/2015

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Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 01/19/2015 | Team Meeting | Team meeting was late to start and everybody on the team was too tired from the weekend to discuss much of anything. Garrett and I did discuss plans for the ending dungeon and I agreed to focus my effort on this. | 3 hours |
| 01/23/2015 | Team Meeting | Team meeting was late to start again. When everyone did arrive we discussed how we should map out everything for the semester for the milestones. Specifics were posted to a new trello board. | 3.5 hours |
| 01/23/2015 | Repo Cleanup | Cleaned up the repo and reorganized all documentation and art assets, including clearing out old .ai files. This should make a repo easier to clone and less redundant in a few areas. | 0.5 hours |
| 01/23/2015 | Yokai Research | Researched ideas for new yokai for the final dungeon area. This research will be used to create new enemies and will be the inspiration for their visual design and behaviors. | 0.5 hours |

What I’m Planning On Doing Next Week

The UI refactor is complete so I’ll be focusing my efforts on the ending dungeon theme and design.

What I Discovered This Week

To be honest I have been mostly upset with our team falling back into old habits and showing up late consistently for meetings. It has brought my overall mood down and makes me not want to contribute at all.

Asking and Giving Help

No help asked or given to my teammates this week.