­­Week 5

Weekly Log 02/02/2015 – 02/08/2015

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Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 02/03/2015 | Team Meeting | Met with Garrett to go over a plan for putting together our pre-alpha presentation. Set up a time to meet with Eric and Garrett on Friday to go over everything | 0.5 hours |
| 02/04/2015 | Playtesting | Met with a few DigiPen students to have them playtest our game in its current state. While the visuals are impressive there is a lot of negative feedback over the narrative. | 2 hours |
| 02/05/2015 | Playtesting | Met with non-DigiPen friends to have them playtest the game. Lots of useful feedback, mostly in areas that need tons of attention. The game is confusing, there are too many words, and the controls are really awkward. | 3 hours |
| 02/06/2015 | Team Meeting | Met with Garrett and Eric to create the presentation PowerPoint. Mapped out the structure and created the PowerPoint. | 2.5 hours |
| 02/06/2015 | Pre-Alpha Presentation Practice | Practiced presenting out presentation | 1.5 hours |
| 02/06/2015 | Pre-Alpha Presentation | Waited amongst other presentations before finally presenting the team’s pre-alpha presentation with Garrett and Eric. | 1 hour |

What I’m Planning On Doing Next Week

I will be designing a basic version of the third dungeon based on the depression and acceptance part of the stages of grief. I will also try to get more playtesting done this week.

What I Discovered This Week

I was very ill earlier in the week and unable to do a lot of work. Once again, when our team really needs it, we meet up to get the work done. However, we need to stop this cycle and actually work together.

Asking and Giving Help

Garrett helped me put together the PowerPoint for our pre-alpha presentation.