­­Weekly Log 02/09/2015 – 02/15/2015

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Designer

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 02/13/2015 | Team Meeting | Met with team to discuss our current team dynamic. Difficult conversations were had, but we were able to work our way through our current problems. We also reviewed Jason's narrative document and suggested a few changes. | 1.5 hours |
| 02/13/2015 | Level Design | Utilized Trello and Illustrator to create some mockups of enemies, the burnt city dungeon, and also a color scheme. Presented idea to teammates for critique and feedback. It appears this dungeon is heading in the right direction, as everyone thinks the ideas behind the theme are sound. | 3.5 hours |
| 02/13/2015 | Team on One | Met with Rachel to have our second team on one. | 4 hours |

What I’m Planning On Doing Next Week

I want to complete a paper prototype of the dungeon and finish the enemy mockups. Hopefully by the end of next week we'll have a good idea of what the Burnt City dungeon area will look like and a bunch of puzzles completed for it.

What I Discovered This Week

My negative attitude towards the team dynamic has been affecting others greatly. I will do my best to keep a positive attitude about our team instead of holding a grudge against people for not showing up.

Asking and Giving Help

I asked Eric for help in creating a "light puzzle" mechanic for the Burnt City dungeon.