­­Weekly Log 02/16/2015 – 02/22/2015

Travis Mo­ore

Demon Parasol

Setsuko

Art Director

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 02/18/2015 | Team Meeting | Met with team to discuss how we will be dividing up tasks that are currently on Trello. Garrett lead the meeting with us asking questions and participating as needed. | 1 hours |
| 02/18/2015 | Level Design | Using Illustrator and my sketchbook I have been adding to the plan for the Burnt City Dungeon. | 2.5 hours |
| 02/18/2015 | Beta Rubric | I volunteered to add the rubric TCRs, DCRs, etc… to our Trello so that we can assign sections to check off and keep track of. This will take a while, there is more to type than I thought there would be. | 3 hours |
| 02/20/2015 | Team Meeting | Met briefly with all members of the team to discuss what everyone is working on. | 0.5 hours |
| 02/20/2015 | Character Mockups | Created new character mockups based on the wooden doll look that we are doing now for Setsuko, her mother, and the diviner. Gave these mockups to Garrett for modeling. | 1.5 hours |
| 02/20/2015 | Burnt City Dungeon Planning | Continued storyboarding the idea for the burnt city dungeon. Discussed ideas with Eric and Garrett about using light as the primary mechanic of that dungeon instead of the hide/stealth mechanic that we previously agreed on. They agreed. Added storyboards to Trello. | 2.5 hours |
| 02/20/2015 | Enemy Mockups | Worked on 2 enemy types for the burnt city dungeon. These will need to be approved and passed to either Garrett or Eric for modeling. | 1.5 hours |

What I’m Planning On Doing Next Week

I want to finish up the storyboarding and start designing the in-engine layout for the dungeon overworld.

What I Discovered This Week

I need to be more assertive.

Asking and Giving Help

Asked Garrett and Eric for their opinion on design related things.