­­Weekly Log 02/23/2015 – 03/01/2015

Travis Mo­ore

Demon Parasol

Setsuko

Art Director

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 02/24/2015 | Team Meeting | Met with team and briefly discussed where we are and what we are doing. Explained I’d be working on mockups for enemies/bosses so that Garrett/Eric will have references for use in Maya. | 0.5 hours |
| 02/24/2015 | Concept Art | Sketched and digitally created in Illustrator 4 concepts for the following enemies: Wisp, Wall Yokai, Oni Yokai Boss, and Diviner Boss. Posted these concepts to Trello with brief descriptions of the enemies and what their purpose is. | 4.5 hours |
| 02/24/2015 | Social Media | Created an album for concept art for our team’s facebook page and uploaded the concept art along with sketches. | 0.5 hours |
| 02/27/2015 | Team Meeting | Met briefly with all members of the team to discuss what everyone is working on. Explained that today I’d be working on paper prototyping the Burnt City Dungeon Overworld layout. | 0.5 hours |
| 02/27/2015 | Level Design | Sketched and later digitally created a layout for the Burnt City Dungeon Layout. This layout includes overall level design with enemy placement, patrol paths, and area by area descriptions of what each part of the level design is trying to accomplish. Posted the layout design and explanations on Trello for approval. | 5 hours |

What I’m Planning On Doing Next Week

After getting approval for the layout for the Burnt City Dungeon I plan on creating a first pass in-engine for the Burnt City Dungeon.

What I Discovered This Week

I find myself getting in a nice rhythm for setting myself a goal for the day and accomplishing it. I plan on keeping myself organized by focusing on one goal at a time and slowly but surely completing my checklist for tasks on Trello.

Asking and Giving Help

I asked Jason for his opinions and advice on the Burnt City Dungeon Overworld and provided Garrett with logo design advice.