

Monthly Progress Report

Mike Steel – 25/07/13

mis28@aber.ac.uk

1 Work Complete

1.1 Lava Dungeon Models

First version complete awaiting overview and review after other dungeon models are produced.

1.2 Website

Complete, occasional updates and maintenance necessary.

1.3 Cave Dungeon Models

First version complete awaiting overview and review after other dungeon models are produced.

1.4 Website

Complete.

2 Work in Progress

2.1 Mine Dungeon Models

Estimated Percent Complete: 20%

Estimated Deadline: 31/08/13

Estimated Hours Left until Complete: 10

Textures and models remain to be completed.

2.2 Fort Dungeon Models

Estimated Percent Complete: 30%

Estimated Deadline: 31/08/13

Estimated Hours Left until Complete: 8

Models remain to be completed, extra textures may be needed.

2.3 Crowfell Models

Estimated Percent Complete: 20%

Estimated Deadline: 15/08/13

Estimated Hours Left until Complete: 16

Gates complete, houses in progress. Textures to be done.

2.4 Armour Models

Estimated Percent Complete: 15%

Estimated Deadline: Unsure

Estimated Hours Left until Complete: 15+

Andy, I may delegate back to you.

2.5 User Interfaces

Estimated Percent Complete: 20%

Estimated Deadline: 15/10/13

Estimated Hours Left until Complete: 20

Several prototypes produced.

3 Future Work

N/A; all discussed summer work is under way.

4 Overview of Work

Hours Spent on Project: ~42

Percent of Summer Tasks Complete: 35%

Comments:

Textures are by far taking longer than modeling; many of these remain to be produced and will probably be developed in a wider variety during creation of the game.

The hours spent on work include the amount on the work tracker, plus approximately ten hours spent developing the website and pre-work tracker documentation, and then several hours spent on sketches for environment and armours.

Term-time meetings are not included in the amount of time worked, since we were planning what work to do or demonstrating development techniques rather than doing work to be included in the project.