Weekly Log 3

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Demon Parasol

TBD

Tech Lead/Audio Lead/(Director?)

Your Work and Hours

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| --- | --- | --- |
| What You Did | Explanation (If needed) | Time Spent |
| Ordered Hoodies | Ordered team hoodies and dealt with proofs and customer support | 4 hours |
| Modeled Lantern | Modeled a 3d demon lantern | 3 hours |
| Lighting effects for Lantern | Added lighting effects for lantern | 2 hours |
| Researched Japanese Monster culture | Specifically normal household objects coming to life | 3 hours |
| Dealt with IT | Spent a long time figuring out how to get our team space networked/a single computer | 5 hours |
| Camera Script | Helped Jason rewrite it. | 3 Hours |
|  |  |  |

What are you planning on working on next week?

Creating Basics Enemies and Working though the Engine Proof requirements

Test Music

What did you discover this week?

GAT 211 takes up waayyy too much time for a 3 credit class.

I really really wish there was less work so I can devote more time to GAM

Gat 211 is a great class, but Holcomb assigns an unnecessary amount of work.

I spend 7+ hours every week to get a +0% on my lab.

I made a Zero Engine project to calculate the statistics and I still got a +0%

Super frustrating and demotivational grading scheme.

Asks for Help (what did you help others with, and what did others help you with)

Helped Jason Clark with his Camera Script.

Chris Peters helped me fix a bug due to floating point error

Helped a Freshman in creating Chained like physics for his game.

Served as the Zero Engine buffer helpdesk outside of engineering.