Weekly Log 09/15/2014 –09/21/2014

Travis Moore

Demon Parasol

Untitled

Art Lead

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 09/20/2014 | Zilch/Zero Engine | Spent some time going through the zero engine tutorials to learn how to script with zilch so I can help the team program in the Zero Engine. | 3hr |
| 09/21/2014 | Art Research | Researching art styles, including Japanese art, to gain inspiration for an art style for our game. | 2hr |

I'm planning on establishing an art style and developing a style guide so that we will have a clear and consistent idea of how our game is going to look.

This week was full of projects and homework for other classes. I thought I would have time to do more for our game time, but unlike all the time I had last week, I just could not get around to doing as much as I'd like.

I assisted Eric in ensuring our team logo design would be printed correctly. I also asked for help for my team in playtesting my combat system for GAT211.