Weekly Log

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Demon Parasol

TBD

Lead Designer/Narrative Designer

Your Work and Hours

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| What You Did | Explanation (If needed) | Time Spent |
| Created Camera Script | Wrote new orbiting camera controller script with help from Eric | 5 hours |
| Ordered and Read more books on Japanese Creature Lore | To embellish the game with more accurate and interesting details | 2 1/2 hours |
| Planned out basic story, theme, and concept | Done as a group, during a group meeting | 4 hours |
| Ordered props for Presentation | Specifically a red parasol | 1 hour |
| Dealt with initial team space setup and problems with it | Spoke with IT and Prof. Ellinger about our Team Space having no computers to work with | 1 hour |
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What are you planning on working on next week?

Creating a cinematic camera event system

Nailing down certain narrative details based primarily on the stories from the book *Japanese Tales* by Royall Tyler

Implement at least one more major “system” like a text box manager or the start of a rudimentary menu system.

What did you discover this week?

GAT211 is right now taking up more time than all of my other classes combined, which makes it feel like the most dominant and important class of the semester instead of GAM205. I’m guessing this is a bad thing.

Sometimes the people you ask help from only help as long as they can make condescending comments about you and the work you need help with. This makes asking for help a much less tempting option.

Dental surgery and the huge amount of work required of me this semester (from GAT211 and GAM) do not mix well.

I’m really enjoying working with my teammates. We all seem to agree that, for the first time, we’re in a group where everyone is happy to be there and we all agree on the most important things.

That Travis and Eric working together to make our hoodies was a successful venture and I’m super excited about them now.

Not a great week overall, but the group dynamic was a silver lining.

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

Chris Peters helped me with a small coding issue on the camera script.

Eric Gleiser helped me write parts of the camera script, specifically the heavier math-based part of changing rotation.

I helped Ian Aemmer with some intermediate Zilch language stuff, including where to find certain methods and how they worked.