Weekly Log 09/07/2014 –09/13/2014

Travis Moore

Demon Parasol

Untitled

Awesome Position

Your Work and Hours

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| --- | --- | --- | --- |
| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 09/08/2014 | Logo Sketches | Created various interpretations of our team logo. | 1hr |
| 09/09/2014 | Logo Digitalization | Created digital mockups in Illustrator based on version 4 of the logo sketches | 2hr |
| 09/11/2014 | GitHub Work | Created README.md and CONTRIBUTING.md and added it to the team repo | 0.5hr |
| 09/11/2014 | Logo Redesign | Redesign of team logo based upon team feedback | 1hr |
| 09/12/2014 | Logo Refinement | Logo approved, refinement of details made to team logo. | 1hr |
| 09/12/2014 | Logo Typography | Refinement of typography for team logo. | 1.25hr |
| 09/12/2014 | GitHub Teaching | Showing Eric and Jason how to use GitHub app and command line for things such as pushing/pulling and creating branches. | 0.5hr |
| 09/13/2014 | Logo Preparation | Created logo, t-shirt, and sticker versions of the team logo for print. | 1.25hr |

I plan on working more in code, as well as coming up with concept art for our game next week. The amount of work will depend upon how well our team meetings go and if we are able to all agree on what we’d like our game to be.

I discovered how nice it is to work on a team where people are actually communicating and working well together. Believe it or not, this is a new experience for me.

I’ve asked people for help and advice with designing the logo. I’ve also helped my team with learning how to use the GitHub app and command line.