Timesheets

# WEEK 12: 19/11/2015 -

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| Name | Task | Time |
| Jack | Helped in task management and revision of engine architecture, as well as helped gather assets. | 6 hours |
| Dan | Developed sample game engine during TTG , gathered assets for game development | 6 hours |
| Adam | Revised the game engine and helped gather art assets for the games development. | 6 hours |
| Josh | Aiding in report writing specifically in the area of team job allocation. | 6 hours |
| Philip | Aided in writing an initial design concept based of off the game concept given by Jack. | 6 hours |

# WEEK 13: 23/11/2015

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| Name | Task | Time |
| Jack | Storyboarded screen concepts such as main menu and play screen as well as acquiring sprite assets. | 5 hours |
| Dan | Updated and added some functionality to the game engine. Added ship movement to the game. | 5 hours |
| Adam | Generated and finalised the UML diagram describing all the classes. | 5 hours |
| Josh | Expanded and updated the design documentation with the refined game concepts and description of the units. Updated the time plan. | 5 hours |
| Philip | Expanded and updated the design documentation to include the business perspective and target audience. | 5 hours |

# WEEK 14: 04/12/2015

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| Name | Task | Time |
| Jack | Refined game assets to fit the game designs space theme | 5 hours |
| Dan | Updated the game engine to utilise the new art assets. | 5 hours |
| Adam | Refined the UML of the games overall architecture | 5 hours |
| Josh | Expanded and updated the design documentation with the refined business plan | 5 hours |
| Philip | Expanded and updated the design documentation to include ethical , legal , social and professional issues | 5 hours |

# WEEK 15: 10/12/2015

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| Name | Task | Time |
| Jack | Worked on implementing data logging for the player. As well as created a draft for the user guide. Also implemented a scenario rule set. | 6 hours |
| Dan | Worked on general player interaction, gameplay and bug fixes. | 6 hours |
| Adam | Put the assets into the game to allow the player to choose their ship and their character. | 6 hours |
| Josh | Finished off various parts of the documentation including in writing the user manual. | 6 hours |
| Philip | Aided in helping finish off the various parts of documentation including the project evaluation. | 6 hours |