GAM100 - INDIVIDUAL WEEKLY REPORT TEMPLATE

REPORT CONTENT

- **Format:** Microsoft Word, Open Office or PDF (recommended)
- **Team Member:**
  - **Name**
  - **Email**
  - **Main Responsibilities** (systems / features in charge, design, art, etc…)
- **Risks & Mitigations:** (Risks, and for each risk, ideas/plans for how to address that risk. If you don't have any mitigations, say "None.")
- **Bug Report:** (where you have to mention the bugs that you have, their severity and the possible solution)
  - **Number of A Bugs:** A is a crash, stop player progression or core mechanic not working.
  - **Number of B Bugs:** B is odious issue which does not prevent you from playing the game.
  - **Number of C Bugs:** C are cosmetic issues and/or polish issues.
- **Comments:** (Optional. Add here any achievements, concerns about your responsibilities, the project or team members.)
- **Highlights:** One or two lines with the highlights of the week.

SUBMISSION

- Submit on Moodle in the current week under your name.
- Add one or two lines in the moodle notes with the highlights of the week.
- **Filename:** TeamName_StatusColor
  - Green: Everything is going well and according to the plan.
  - Yellow: Team or student is facing some difficulties that are preventing from moving forward as their / he / she expected.
  - Red: Team or student is currently stuck in a situation where they / he / she can't find a way to solve. This can be at a team level or personal level.
- **Status reports are due:** Before class starts.