

Plan of Work Log

Technology Student Association Design and Test Log				
Date	Task	Time Involved (minutes)	Team Member Responsible	Comments
9/26/16	Brainstormed Ideas for project. Decided what genre the game will be	200	Keric Warton, Trevor Bolton	First day of work
9/30/16	Made a final idea, and found some inspiration.	50	Trevor Bolton, Keric Warton	Can start work on project
10/6/16	Looked for programs and made some concept sprites	200	Keric Warton	Not quite ready to implement, but looks good
10/6/16	Learned game maker, started a project and looked at tutorials.	200	Trevor Bolton	Have a scrolling background, lazars, and smooth movement
10/21/16	Learned from tutorials, and made more smooth animations. Starting to implement into the game.	250	Trevor Bolton Keric Warton	Will start to get a working product.
10/24/16	Working on sprites backgrounds and animations. Updating documentation and finished description of game.	50	Trevor Bolton, Keric Warton	Have a outline for documentation and will almost have a simi playable game.
10/25/16	Made a new project and started making a playable project.	50	Keric Warton	Will continue working on the sprites.

10/27/16	Added player sprites and made a good moving system	100	Trevor Bolton Keric Warton	Starting to get the frame work done.
10/31/16	Added backgrounds and more enemy sprites finished	150	Keric Warton	All level one enemies are designed except for boss
11/20/16	Level one prototype boss and mechanics are finished	300	Trevor Bolton Keric Warton	Enemies are coded and the level is beatable
12/20/16	Level two is created and more textures are made	300	Trevor Bolton Keric Warton	Boss is worked on and coding for it is started, level two is starting to get work on it.
1/9/17	Level two is worked on, with a new enemy sprite created	150	Trevor Bolton Keric Warton	Level one boss still needs lots of work and it is very buggy. Basic mechanics are also changed.
1/10/17	A new tileset and boss sprite has been created for use in the game	80	Keric Warton	The colorization for this sprite is noticeably more abstract than the other ship designs.
1/11/17	Implementation of boss into the framework of the game	120	Trevor Bolton Keric Warton	Progress is progress, which is especially true when developing video games.
1/17/17	New tileset and boss sprite, plus programming work in GameMaker.	240	Trevor Bolton Keric Warton	Third boss resembles an abstract rubber band ball, which will also be implemented into the gameplay.
1/20/17	Created a pixelated TSA Logo	80	Keric Warton	Recreating the TSA Logo in a pixelized fashion will make Astroshot stand out from the other games in this competition.

1/25/17	Polished coding, created new sounds.	60	Trevor Bolton Keric Warton	Progress of any kind is essential to success.
1/27/17	Finalized explosion, updated the 2nd level	120	Trevor Bolton Keric Warton	Explosion is finalized for submission of the game
1/28/17	Finished first and second bosses	100	Trevor Bolton Keric Warton	Inclusion of boss enemies is essential to the challenging aspect of the game.
1/30/17	Added and fixed code, prepared tilesets for mapping	120	Trevor Bolton Keric Warton	The video game is nearing completion, after long months of work.
1/31/17	Finalized level designs for all levels, fixed bugs, updated enemies, created a new turret, finished documentation, and more.	600	Trevor Bolton Keric Warton	The Early Submission deadline and the State Competition are upon us.
2/1/17	Final polishing changes, bug fixes, and completion of LEAP Portfolio and Copyright Checklist	60	Trevor Bolton Keric Warton	Astroshot is finally ready to be showcased for Early Submission.

ADVISOR SIGNATURE: 



STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? YES ____ NO X

If NO, go to question 2.

If YES, is the music copyrighted? YES ____ NO ____

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I, [Signature] (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? YES X NO ____

If NO, go to question 3.

If YES, is the graphic copyrighted, registered and/or trademarked? YES ____ NO X

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

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I, [Signature] (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

- 3) Does your solution to the competitive event use another's thoughts or research? YES ____ NO X

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I, [Signature] (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.