# CS485 TimeLog

Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Hanyu\_Liu\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Team \_\_\_\_\_\_\_The\_Fantastic\_Quest\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Week of \_\_\_\_\_\_\_2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ through \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Task** | **Mon** | **Tue** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **Total** |
| Meetings | 20min |  | 1hour |  | 3hour |  |  | 4hour 20min |
| Documentation |  |  |  |  |  |  |  |  |
| Technical  (design, coding,, testing, etc) |  |  |  |  |  |  |  |  |
|  | Investigation  20 |  | Design  50min |  | Deisgn and allocation  50min |  |  |  |
|  |  |  |  |  |  |  |  |  |
| Total Hours | 40min |  | 1hour 50min |  | 3hour 50min |  |  | 6hour20min |

Signature \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Timesheets are due at the beginning of class each Monday.

For meetings, simply list the hours.

For other types of activities list the hours and the activity.

Status Report:

Describe YOUR work effort for the week as it relates to the project.

We decided the major idea of our project, and did a little investigation about the topic and collect some external opinion this week.

Our team members initially wanted to make a game, a game of us, but think about the difficult of software development, the type of the game we can choose is limited. So we started from a basic type – RPG (role play games) and design a questionnaire to help us determine the topic and some well-known system we can use in our project.

The most famous topic of the RPG is usually about fantasy, some of them are like *Dragon Quest*, a typical Japanese fantastic game born in the 1980s, some of them from American culture like *Baldur's Gate,* a different style but also a fantasy. These games always have a large-scale worldview and so many kinds of monsters and mazes. People from all around the world are crazy about these fantastic games, but it is too difficult for our six-member team to finish it in three months. In consideration of our production capacity, a mode in Japan called ‘doujin game*’*, which is also called as ‘indie game’, is suitable for us. This mode does not need much support of money or manpower, and it does not make a game with rich content and high price. These indie game always succeed in creativity or cater to minority. With this in mind, I think we can start our game from, but beyond daily life.