Weekly Recap - *Simmer*

## Week #4

### [EXAMPLE] Team member 1

**Time Summary**

rough number of hours - task

rough number of hours - task

rough number of hours - task

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**Highs for the week (positive things during the week)**

**Lows for the week (negative things during the week)**

### Joe Carter

**Time Summary**

2 hours - Player/Appliance interaction

5 hours - group work sessions

**Highs for the week (positive things during the week)**

Started with no prototype and already have the beginnings of a cool game. Learned some cool Unity coding techniques and practices.

**Lows for the week (negative things during the week)**

Team cohesion is in-progress and being actively strengthened by our leadership.

### Israel Renteria

**Time Summary**

2-3 hrs- Recipe Research

.5hrs - Speculative Character background

rough number of hours - task

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**Highs for the week (positive things during the week)**

Learning new recipes simple enough that I want to try to make

**Lows for the week (negative things during the week)**

None that I can recall

### Moises Perez

**Time Summary**

2 - 3 hours - Player/Appliance Interaction (Pair Programming)

1 hour - Player + Mouse Interaction

4 hours - Working together with software team

**Highs for the week (positive things during the week)**

We now have a prototype that works pretty well and displays the basics of the game. It give the audience an idea of what the game is going to turn out to be.

**Lows for the week (negative things during the week)**

We agree on the basic structure of the game but we hit a rough patch with trying to get a final vision for the game. Would like to focus on the week to week basis for items we need done and not think about the extra features we might be able to add but the ones we know we can get done in the allotted time.

### Yuhong Li

**Time Summary**

1 hr - Appliance Timer

5 hr - Software team work session

**Highs for the week (positive things during the week)**

We made a prototype that would showcase how the gameplay would be like

**Lows for the week (negative things during the week)**

The beginning was a bit confusing and felt a bit lost, but working together with the software team made things more clear.

### Emily Ye

**Time Summary**

2 hours - mood boards for environment, food, and textures

10 hours - prototype assets (cake, egg, whipped cream, baking powder, stove/oven, character)

½ hour - concept sketches for food

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**Highs for the week (positive things during the week)**

Got many prototype assets produced and decided generally on how to produce future assets to ensure cohesion, lots of good research for inspiration

**Lows for the week (negative things during the week)**

Slow start to making pixel art look smooth and not too overly complicated in colors/shading, need to decide on a good complexity level that works with the amount of usable pixels that also makes use of time efficiently as there are many assets to create

### Fernanda Becerra

**Time Summary**

4 hrs - prototyping UI elements & research

2 hrs- Meeting with Reyna to discuss UI ideas

2hrs - implementing pantry

**Highs for the week (positive things during the week)**

Added the pantry to our game and learned more about how to work with Unity

**Lows for the week (negative things during the week)**

Hard to come to an agreement about some aspects of our game

### Evan Li

**Time Summary**

0.5 hrs: Player movement

3 hrs: Ingredient, recipe, appliance data structures

3 hrs: Data validation editor tools

6 hrs: Inventory system

5 hrs: Mouse pointer interactions with items

6 hrs: Assisting other programmers

**Highs for the week (positive things during the week)**

Laid a mostly solid foundation for expanding the cooking core gameplay

**Lows for the week (negative things during the week)**

Disagreements/discussions that led to vague future plans, lack of communication on specifics of individual tasks and features, some disorganization and lack of proactivity about direction and deliverable goals, beginnings of insufficiently well written code for growing complexity

### Jesus Picos

**Time Summary**

6 hrs - Prototype Assets (butter, flour, milk, sugar, chibi character)

1.5 hrs - Kitchen/apartment/food moodboard

3.5 hrs - Wall concepts and pixel art examples

**Highs for the week (positive things during the week)**

Got a good sense of how we want assets to look like going forward and the prototype assets look great

**Lows for the week (negative things during the week)**

A bit vague as to what art was supposed to do in order to go forward so we decided what to do until we got a defined list of assets to make. The general vision of the game still needs some ironing out so we can all be on the same page.

### Ian Richardson

**Time Summary**

2 hours - refining production plan for Split 2

6 hours - lead and organize meetings: included design feedback for systems design, art direction, and UI/UX designs

4 hours - production work, organizing assignments and deliverables for end of Split 1

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**Highs for the week (positive things during the week)**

I’m really proud of the work the team has done in these first 2 weeks. I think most everyone understands the direction of the game as well as certain experiences we want to create through the game’s mechanics and visual aesthetics.

**Lows for the week (negative things during the week)**

It’s been difficult trying to push forward on certain decisions regarding the game’s systems and underlying narrative. There are still critical decisions for the game that haven’t been finalized yet which leads to uncertainty in other departments of development.

### Charles Cenizal

**Time Summary**

4 hours - Working together with software team

3 hours - Pause menu

30 minutes - quit game function

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**Highs for the week (positive things during the week)**

Getting the pause menu finished.

**Lows for the week (negative things during the week)**

Not knowing specifically what I should be doing at the time ( lack of team organization ).

### Rayna Li

**Time Summary**

3 Hours - Drawing UI

1 Hour - Researching other pixel art style UI

2 Hours - Making prototype in Figma

3 Hours - Meeting with teammates

**Highs for the week (positive things during the week)**

Everyone well finish their parts on time and brainstorming ideas together.

**Lows for the week (negative things during the week)**

Some time it’s difficult to come out an decision that fit everyone’s idea.

### Constantine Kolokousis

**Time Summary**

1 Hour - Secretarial Work

1 Hour - Retrospective Feedback Collection

1 Hour - Deliverable organization

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**Highs for the week (positive things during the week)**

General forward momentum is good thus far

**Lows for the week (negative things during the week)**

Was out for the weekend and Monday, missed team standup