Weekly Recap - *Simmer*

## Week #5

### [EXAMPLE] Team member 1

**Time Summary**

rough number of hours - task

rough number of hours - task

rough number of hours - task

…

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

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

### Evan Li

**Time Summary**

4 hrs: Assisting other programmers

3 hrs: Item tooltip system

6 hrs: Recipe map prototype

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

Progress made in a generally clear direction: building out the kitchen scene

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

Teamwork slowing down as we have to rely on others to finish connected features with no set deadlines and unclear connectivity & priorities

### Moises Perez

**Time Summary**

1-2 hrs: Working with Software Team

3 hrs: - Working with Joe on the Mixer UI

6 hrs: - Working with Joe on the implementation of the Mixer and Oven UI.

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

We now have a working mixer where all six items from our recipe can be placed into a UI element and then pop out our product. The UI element has also been added to the oven but isn’t completely implemented.

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

I don’t think I’ve run into any negatives for the week. We completed what we needed to for the week.

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### [Charles Cenizal](mailto:dcenizal@ucsc.edu)

**Time Summary**

2 - team meetings

3 - figuring out unity code and trying to implement timer

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

More organization of assignment of tasks.

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

Struggling to understand team code.

### Emily Ye

**Time Summary**

8 hours - refined concept art of apartment layout

4 hours - refined concept art of character

1 hour - asset for mixer appliance

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

Team meetings feel more set in stone and organized. Meetings are definitely more productive due to this.

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

A lot of time was consumed through working through the apartment layout plan, but it will hopefully be a good foundation for making it easier to layout the game assets in the coming weeks.

### [Fernanda Becerra](mailto:mfbecerr@ucsc.edu)

**Time Summary**

2 - mixer layout

4 - UI prototyping and meeting

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

Meeting discussions have been a lot clearer, there has been better communication between teams, UI beginning to look more cohesive.

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

Some aspects of the game are still a little unclear, communication between teams (and team members) can still improve

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### Gus Kolokousis

**Time Summary**

4 - Secretarial

4 - Brainstorming new organization and assignment scheme

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

Work item progress/turnaround seems to be on time if not better.

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

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### [Ian Richardson](mailto:ierichar@ucsc.edu)

**Time Summary**

4 hrs - Leading meetings for software, art, and design

2 hrs - Aligning future goals for project based on current progress

2 hrs - Going over design aspects and reviewing progress of other team members

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

It really feels like everyone has a good understanding of the direction of the game as well as what we need to reach certain milestones.

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

I feel like I can be doing more, but it’s hard to determine where I can place myself to continue helping design decisions or make roadmaps more clear.

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### Israel Renteria

**Time Summary**

1hr- PC Backstory examples

2hr - General Setting examples

2hrs - Character list

1.5 hrs- Location list

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

I feel like we have a more solid idea of the kind of world the game takes place in both visually and narratively.

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

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### Jesus Picos

**Time Summary**

3.5 hrs - Apartment Floor concepts and pixel art

2 hr - Farmers market concept and partial coloring

1 hr - task side wall concepts

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

Pushed out some flooring for the software team to try out in game so that was cool to see.

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

**No real lows aside from a lot of midterm related work for other classes that kept me from doing more this week**

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### [Joe Carter](mailto:jobrcart@ucsc.edu)

**Time Summary**

Tandem programming work with Moises

6 hours - UI Implementation for Mixer

2 hours - Ingredients converting through recipe in mixer

2 hour - misc meetings for design and implementation discussion

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

Fixed many of the production and excessive meeting issues. Game is looking way better. Teams are coordinating better. I feel safe during discussions and excited to talk to my group mates about work that we are bringing together.

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

Difficulty implementing work. I didn’t get as far as I would have liked on this weeks appliances. Oven is still not fully converted to UI implementation. However finishing the Mixer means we have a good reference for the development of other appliances. Still unclear if the mixer needs to be able to handle ingredients having multiple recipes when in a single appliance, such as the mixer. Example: Flour is used in basicCakeDough recipe, but can it be used in something else or are we going to design around this? What recipes have we decided on?

### Kenny Li(Yuhong)

**Time Summary**

4 hrs - Shop + currency Implementation

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

At least the shop works and the currency works.

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

Wasted a lot of time trying to do it in a way that lets it generate the buttons for the shop via code but scrapped it at the end because it felt like a lot of spaghetti that may cause a lot of headaches in the upcoming weeks.

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### Rayna Li

**Time Summary**

3h - meeting

3h - drawing sprites and UI

3h - Prototype of UI in figma

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

UI of mixcard looks good and the meetings is effectively solved concerns.

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

Little bit of late communication with softwear team about the UI of recipe.