Weekly Recap - *Simmer*

## Week #6

### [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)**

### Ian Richardson

**Time Summary**

4 hours - Transferring recipe data during group exercise to usable sheet format

2 hours - Organizing and refactoring tasks for project issues and tasks on DevOps

6 hours - Guided stand ups and design meetings throughout the week

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

I feel like the game is moving in a positive direction and we’ll be able to maintain a lot of the original ideas pitched at the start of the quarter thanks to everyone’s hard work. Also, I feel like the organization for tasks helped more this week, but the coming feedback will determine that more or less.

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

I feel like there are some components of the project that I feel disconnected from. Specifically when there are certain aspects that I’m not as knowledgeable about, I can’t give valuable insight or feedback during ideation or development.

### Emily Ye

**Time Summary**

4 hours - npc concept design

2 hours - modular cake assets

4 hours - start on player walking animation

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

Exploring recipes together on the Miro Board was really fun and insightful on building the recipe creation process. I think it would be great to have more of those exercises in the future as everyone can participate in them.

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

Still not exactly sure how the kitchen layout will be now that more features are being added in that require more kitchen space.

### Rayna Li

**Time Summary**

2h - Meeting

3h - Drawing assets and UI

1h- UI prototype design

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

I learn new photo skills and make use of the sprite, it turns out well.

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

Things went really well this week and there is nothing I found negatives about.

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### Joe Carter

**Time Summary**

8 hours - Recipe validation method for appliances

5 hours - design/group meetings

~2 hours - Implement Stove and cutting board

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

I was really excited when we finally got the recipe validation to work and I believe it will be general enough for the recipes we will add in the future. We should be able to add new appliances really easily. Peer-programming with Moises and Evan really helped work out issues during development.

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

Progress on my assigned tasks was slow because it was relatively difficult to figure out.

### Yuhong Li

**Time Summary**

4 hrs - improved shop

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

I think the shop turned out well and can be scaled to include many different types of items with randomized selections

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

I probably could of done more but wasn’t sure how to do more to improve

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

**Time Summary**

General UI/UX sounds and in game sound design - 4

Researching How to make background music for Unity - 1

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

More clear idea of what I should be doing.

Sound design is enjoyable.

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

I have little experience with creating BGM, but I am up for the challenge.

### Evan Li

**Time Summary**

8 hrs - Helping with code implementation

2 hrs - Scene loading, transition, exit interactable

2 hrs - Global data (scene persistent inventory)

3 hrs - Initial importing of VN framework

2 hrs - Prototype NPC-VN interaction

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

Ideating and starting development on rest of final goals for this quarter

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

Scope of design/ art/ programming conflicting and vague

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### Fernanda Becerra

**Time Summary**

2 - updated pantry interaction

1 - changed tiles and layout

1 - UI ideas and design with Rayna

3 - Group Meetings

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

Very happy with the overall progress of the game and the way everything looks so far. The team has been working together a lot more and it feels like we’re starting to be on the same page now.

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

I feel like I have not been helping as much programming-wise.

### Israel

**Time Summary**

3- group meetings

1 - started farmer market npc concepts

rough number of hours - task

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

Working with everyone to translate real recipes into simpler ones we could implement in game was fun

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

I got really busy with work for other classes and feel like i didn’t contribute much to the game this week

### [Jesus Picos](mailto:jpicos@ucsc.edu)

**Time Summary**

1.5 hr - Cabinet redo Pixel Art

1.5 hr - Cake Batter Art

2.5 hrs - Farmers’ market redo

4 hrs - Farmers’ Stands

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

I decided to do the Farmers’ Market in illustrator so any changes and resizings suggested are much easier to do than if I had hand drawn or made pixel art.

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

No big lows for me, I’m keeping busy with redesigning the farmers’ market and we are starting to get an idea of the ingredients we need. Still a little anxious about that being a little too last minute but the meeting we had on wednesday was reassuring.

### Moises Perez

**Time Summary**

8 hours - Implementation of recipe Validation with Joe/Evan

5 hours - Software Meetings/Design

2 hours - Planned Stove/Cutting Board

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

Implementation of recipe validation works for the most part. It’s progress.

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

Been kind of busy to work on stuff and the recipe validation was hard to implement. Evan helped a ton with Joe to get that done.

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### Constantine Kolokousis

**Time Summary**

3hrs - Meetings/Stand-ups

2hrs Dev-Ops maintenance

2hrs Secretarial

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

The new system for organizing tasks seems to have taken well for the group. New tasks are created outside of standup and we’re able to

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

For a moment It looked like I would be one of the people available to run the playtest for our game if we had been picked, and I realized there are areas that I lack significant insight on the game that would allow me to ask meaningful questions of a playtester. I need to personally involve myself more in keeping an eye on the game and where we are in a less abstract “goal to goal” sense.