Weekly Recap - *Simmer*

## Week #7

### [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)**

### Ian Richardson

**Time Summary**

4 hrs - Lead design meetings for existing and upcoming components

2 hrs - Compile Split 2 Deliverables

2 hrs - DevOps refinement for issues and tasks for Split 2

…

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

Aligned a lot of design elements with team, better organized assignments, and got through an initial playtest to review current build issues

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

Felt like I needed to give more feedback and direction in certain areas to keep up productivity without placing too much pressure on certain members of the team.

### Emily Ye

**Time Summary**

6 hours - Character walk animation spritesheet

3 hours - start on menu pixel illustration

…

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

Happy with being able to focus on one section of the art assets (characters) with more people pitching in for other sections

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

Was busy with other classes and had a hard time making animations look solid/neat

### Rayna Li

**Time Summary**

3h - meeting

3h - drawing furnitures

3h - UI of recipe, titlescreen and cutting board

…

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

I am excited to see how my works are implemented in the game and how it turns out well.

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

I think everything is going great this week and the meeting are very effective.

### 

### 

### 

### 

### Joe Carter

**Time Summary**

4 hours - stove and oven split appliance

2 hours - progress bars for all appliances

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

Kitchen feels fully functional.

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

Farmers market is still at a very early stage in design and I'm worried we won't have enough time.

### Yuhong Li

**Time Summary**

3 - meetings

3+ - trying to fix shop bug

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

At least the bug is fixed and I can work on something else

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

**Wasted a lot of time on fixing a shop bug that I didn’t fix at the end, also a pretty busy week for me so I couldn’t work on any new things.**

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

**Time Summary**

Sound Design - 2

Team meetings - 3

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

Got the in game background music implemented

Implemented basic sound effects

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

It was a long week for me personally. Therefore I was not able to commit as much time as I would have liked on the project. But, I tried my best to get some hours in.

### 

### Evan Li

**Time Summary**

7hrs - Variant food item data structures, procedural sprites, construction

4 hrs - Assisting other programmers

4 hrs - Recipe book UI structure, initial codebase

3 hrs - Bug fixing

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

Lots of good setup for incoming core features

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

My computer was in repair for most of the week

### 

### Fernanda Becerra

**Time Summary**

2 hrs- menu scene

3 hrs - tutorial

3 hrs - meetings

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

Exciting to see more parts of the game coming together.

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

I feel like I was not as helpful this week as I could have been.

### 

### 

### Israel

**Time Summary**

2- Veggie stand asset

1 - fruit stand asset

3 - meetings

…

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

I feel like the veggie stand asset came out really well

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

Photoshop crashes on me in the middle of working on assets so I lost like an hour of work which sucked and served as a reminder to save often.

### 

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

**Time Summary**

12 hrs - Food Asset Pixel Art

.5 hrs - Plate Asset for Software

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

I got to chill and just do calming pixel art this week.

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

The pixel art chicken I made haunts me, there was so much shading on that thing.

### Moises Perez

**Time Summary**

3 hours - Progress bars for all the applicances(w/ Joe)

4 hours - Implementation of stove/over as one appliance (w/ Joe)

3 hours - Adding more recipes/sprites/animation (w/ Joe)

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

Seems like we’re in a good place with the general game loop with little bugs.

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

There is still a lot of to implement especially when we’re considering the NPC aspect of the Farmers market.

### Constantine Kolokousis

**Time Summary**

3 - Secretarial

1 - DevOps Management

5 ~ meetings

…

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

Happy with progress and our decisiveness in some key decisions that needed making before moving forward into the final split

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

A bit late on the draw with organizing deliverables on my end