Weekly Recap - *Simmer*

## Week #8

### [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 hrs - Leading weekly meetings going over final goals for split 3

3 hrs - Design meetings for NPC system, quest system, remaining assets and recipe cohesion into the game

1 hr - Incorporating playtest feedback into production plan and reviewing it with the team

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

A busy week of playtesting, lining up what we can get done in the remaining weeks, and figuring out last minute decisions. Stressful, but I feel productive.

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

This week was a bit stressful trying to make the remaining design decisions for the project. The unsurness of what aspects to prioritize impacts the work that the rest of the team can start on, which reminds me to continue to give direction and update the team as much as possible.

### Emily Ye

**Time Summary**

8 hours - menu screen pixel illustration

3 hours - started on NPC sprites

½ hour - level design

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

Fixed the stove placement in level design that had been bothering me for a long time

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

Had a really hard time with the menu illustration, had to rework it multiple times choosing between different resolutions

### Rayna Li

**Time Summary**

4h - furniture assets

1h - food assets

1h - recipe UI

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

Draw a cute cat and hopefully it can be added to the apartment scenes.

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

My laptop broke down for a while so I have to redrew some assets.

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### Joe Carter

**Time Summary**

3 hours - level design

2 hours - building and testing WebGL build for current playtestable build

2 hours - group meetings/work sessions

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

Lighter work week. Continuing strong communication.

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

I’ve had to fill some shoes that are necessary but aren't my strength and have made this weeks work tedious.

### Yuhong Li

**Time Summary**

2 hrs - implementing the other 2 npc and bug fixes

3 hrs - group meeting

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

3 npcs total implemented in market scene, hopefully there are no major bugs

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

**Ran out of stuff to do at the middle of the week**

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

**Time Summary**

5 - team meetings

2 - sound design volume bar

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

For sound design, it is not possible to change the volume of the sound.

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

### The sound starts off too loud, so there is tweaking to be done. Also many more sound assets are left to add in the game still.

### Evan Li

**Time Summary**

8 hrs - Initial functional recipe book design and programming

10 hrs - NPC interaction window, quest system, branching dialogue

6 hrs - Polishing: Tween animations for some UI, interaction highlighting, disable movement & selection during interaction

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

Got an initial prototype for major systems, recipe book & npc interaction, and some polish.

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

Scope creep seems to be occurring since we have no defined timeline of tasks while the natural deadline of finals week approaches and have several abstract goals we are trying to reach while we have insufficient concurrent departmentmental teamwork on developing said goals.

### Fernanda Becerra

**Time Summary**

2 hrs - meetings

2 hrs - recipe book UI

2 hrs - Tutorial

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

A lot of the important components of the game have been implemented. It’s starting to look really great.

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

Towards the end of the week, there were a few of us who did not know what we should be working on.

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### Israel

**Time Summary**

2 - Fruit stand asset

2.5 - Dirt path tiles

2 - Started wooden fence asset/tiles

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

Elden Ring came out. Also I’m really happy with how the dirt path tiles turned out

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

Too busy with schoolwork to play much Elden Ring. Also I’m not completely happy with how the fruit stand turned out. I’ll probably redo it later if I have time.

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

**Time Summary**

4.5 hrs - Farmer’s Market Tile

2.5 - Fountain Pixel Art

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

I had fun making the bush art because symmetric things are cool.

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

**It was a rough week (classes wise) so I feel like a lot of what I did this week is rushed, will probably have to redo the details on these tiles.**

### Moises Perez

**Time Summary**

3 hours - Level design w/ Joe

4 hours - Software meetings and team meetings.

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

The game is coming together and we’re starting to set up for turn in.

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

Didn’t know what to work on towards the end of the week.

### Constantine Kolokousis

**Time Summary**

2 Secretarial/organization

2 meetings

rough number of hours - task

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

Hearing the feedback from the playtest with Avery is encouraging for setting our immediate direction for finishing out

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

Late on filling out recap and announcing recap in discord hehe