Weekly Recap - *Simmer*

## Week #9

### [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**

5 hrs - Leading weekly meetings and design meetings

1 hr - DevOps task management

30 min - Production planning for playtest and final week

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

A lot of work is coming together and our hard work is coming to fruition. Certain design choices were fleshed out and I’m confident that our finished split prototype will be awesome.

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

Still feel like there are some aspects of leadership and project management that I could improve on and learn from for next quarter.

### Emily Ye

**Time Summary**

8 hours - NPC characters sprite art

1 hour - started on NPC character portraits

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

There was lots of useful feedback from the playtest, and the game also feels like it’s all coming together which is very exciting!

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

Allergies ;-;

### Rayna Li

**Time Summary**

3h - NPC dialog box UI design

3h - food assets

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

The playtest went really well and the everything function and looks so good.

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

There’s nothing particularly negative this week. Everything went so well.

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### Joe Carter

**Time Summary**

2 hours - kitchen appliance sound implementation

1 hour - tweaking small bugs and level design

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

The workload was much lighter this week and I feel like our game has all the critical components that make a game.

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

No serious complaints, things have been a little more scattered near the end of the project but I think that’s normal and we are mostly done, aside from small adjustments.

### Yuhong Li

**Time Summary**

1 hr - Shop tooltips

3 hr - Couch implementation

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

Wrapping up development, just clean up and polish stuff left

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

**Could of done stuff faster**

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

**Time Summary**

2 hours - team meetings

2 hours - more dynamic sound design and better footstep sounds

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

I have a good idea of what I want to try to implement for sound design for the end of the quarter

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

No notable lows this week

### Evan Li

**Time Summary**

2 hrs: NPC Gift reactions

4 hrs: VN & NPC restructure according to design doc

5 hrs: ImageQueue for new recipe knowledge visual feedback

2 hrs: bug fixing

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

The game is being fleshed out to be more alive.

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

It seems too late to address much of the feedback.

### Fernanda Becerra

**Time Summary**

2 - Design Meetings

1- Exit UI w/ esc

1 - Added new VN textbox

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

Our game was playtested a bit more this week which gave us a clear idea of what we should be working on before our final submission.

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

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### Israel

**Time Summary**

1 - finish fence tileset

3 - Writing dialogue for NPCs

3 - meeting

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

We finally got to do our in class playtest and it went pretty well.

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

Nothing really, just general stress with the end of the quarter coming up.

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

**Time Summary**

1.5 hrs - Temp Stands

4.5 - Fulls Stands

4.5 - Food Assets

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

Making the red truck, I don’t usually make cars and stuff but it was fun.

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

The ground beef was really hard because it just looked like scribbles the first 3 times I tried to make it.

### Moises Perez

**Time Summary**

2-4 hours - Working with Evan and Joe on the Item lock system and visual feedback

3 hours- Working with Joe on playtest feedback like the start volume

20 mins - Made sprites for lock and wrong items

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

Game is nearing the end of the cycle for the quarter and we’re starting to clean things up.

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

Not a lot of things to do besides bug and feedback for software team.

### Constantine Kolokousis

**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)**