GAM 200 – Weekly Work Log – WEEK ONE

Student Information

Student Name: Adrian Kacmarcik

Degree Program: Bachelors of Science in Computer Science in Machine Learning

Team Role: Programmer

Team Name: Ctrl+Alt+Kiwi

Game Name: Robot Remedy

Game High Concept (one sentence): 2D platformer with a balance between exploration and combat set inside a diesel-punk style environment.

Team source control link: <https://svn.digipen.edu/projects/ctrl_alt_kiwi>

<https://git.digipen.edu/projects/ctrl_alt_kiwi>

Total estimated hours contributed this milestone: \_\_\_\_\_\_

Best Practices

**Recommended Best Practices: (please delete any you did not complete)**

* ALL - Asked for Help (from whom?):
* ALL - Offered Help (to whom?):
* ALL – Meetings with Instructor or TA (with whom?):
* ALL - Team on One/Team Tune-Up participation:
* ALL - Playtested for Other Team:
* ALL - Code Reviews (recommended!):
* ALL - Pairs Programming or Pairs C# Scripting:
* ALL - Code Commenting and Doxygen:
* ALL - Design documentation:
* ALL - Design or Technical Research:
* CS - Test/build automation:
* CS - Technical Research:
* CS - Build Management:
* GD - AB Testing:
* GD - Data tracking and analysis:
* GD - UI Wireframing:
* ALL - OTHER:

Weekly Work Logs

Weekly Work Log (Week 1)

* **Your overall goal for this week:**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):**
* **Describe any online education/remote team innovations, discoveries, or new best practices:**
* **Did you check in code or assets to your team repository this week? Yes / No**
* **Total estimated number of hours worked this week: \_\_\_\_**

Date and task (and hours per task in parentheses):

* Date - Task description in at least a full sentence (X hours)
* 0/0 - (0h)