GAM 200 – Weekly Work Log – WEEK ONE

This will need to be uploaded to your team's assigned MS Teams - Files folder!

Each individual report should be named according to the following naming convention:

GAM200\_loginname\_ Weekly Work Log – Week 1.docx

(e.g. GAM200\_jay.student\_Weekly Work Log – Week 1.docx)

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: 7

Best Practices

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

* CS - Test/build automation: Unit Tests partially writted for ObjectDeSerialization
* CS - Technical Research: Researched and implamented Google’s GTest

Weekly Work Logs

Record your weekly work logs in the following section). Identify all tasks that you, personally, performed as a member of a team in sophomore game. Make sure to include tasks directly contributing to your project, tasks representing best practices, and meetings (including team/faculty/TA meetings).

Each task must be identified using date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

Following each task, identify the estimated number of hours spent on the task. For example:

“10/25: Implemented new AABB collision detection (2 hours)”

“2/1: Ran a playtest session over MS Teams video chat with student Jane Doe to test the new wall jump mechanic (30 minutes)”

Weekly Work Log (Week 1)

* **Your overall goal for this week:** 
  + **Reashearched how to unit test and impamented Unit tests for rapidjson code.**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **8/31 Tech meeting 8 – 10**
  + **9/2 wednesday Tech meeting 8 - 10**
* **Describe any online education/remote team innovations, discoveries, or new best practices:** 
  + **N/A**
* **Did you check in code or assets to your team repository this week? [ Yes ] / No**
* **Total estimated number of hours worked this week: 7**

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

* (8/31) – researched Unit testing (1)
* (9/1) - researching and attempting to implament Unit testing (1)
* (9/2) - First Unit test Written! (2)
* (9/3) - messed with more useless unit testing (.5)
* (9/4) - started Unit Testing Public interfadce (2)
* (9/5) - finished Unit Testing Public interface (2)
* (9/6) - started testing Private Interface (2)