GAM 200 – Weekly Work Log – WEEK TWELVE

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: 115

Best Practices

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

* ALL - Offered Help (to whom?): offered some help to James with jsons and getting the game to cooperate a bit more. (.5h 2020/11/21)
* CS - Test/build automation: (2.5h 2020/11/22)

Weekly Work Logs

Weekly Work Log (Week 12)

* **Your overall goal for this week:** 
  + **finish Unit Testing Simple Save Load.**
* **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: 9**

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

* Date - Task description in at least a full sentence (X hours)
* 11/17 – Computer Science Team A meeting. Discussed pregrading and expectations for the rest of the week of this sub team. (1h).
* 11/18 – Tech team meeting. Discusssed pregrading and what we accomplished the last week and what we plan to accomplish in the next week and a half. (1h)
* 11/18 – Worked with kenny in an attempt to reorganize the project. (3h)
* 11/20 – Team meeting and pregrading the game and the game engine. (1h)
* 11/21 – Joined James in a call and talked thru some of his issues that he was running into. (.5h)
* 11/22 – Finishing up Unit Tests for SimpleSaveLoad. And merging master on to the branch so when allowed I can easily commit to master. (2.5h)