GAM 200 – Weekly Work Log – WEEK THIRTEEN

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: Streamline

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: 48

Best Practices

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

* ALL - Offered Help (to whom?): to James who was working on an implamentation of lockdown in our engine. (1h 2020/11/27)
* ALL - Pairs Programming or Pairs C# Scripting: (1h 2020/11/27)
* CS - Technical Research: Researched (talked with dad) on how to organize a realease schedule for the team. (2h 2020/11/27)
* CS - Build Management: Made a release build for an installer to be build off of. (2h 2020/11/27)

Weekly Work Logs

Weekly Work Log (Week 13)

* **Your overall goal for this week:** 
  + **Unit test things………. Still…… how to I do anything….**
  + **So what I did is that I saw that no one was preping for the build freeze on sunday so I took that upon me**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **nothing new**
* **Describe any online education/remote team innovations, discoveries, or new best practices:** 
  + **nothing new other than**
* **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):

* 11/27 – prepared with my dad to create a realease timeline for our bulid to ensure that we submitt in time for the early submission. (2h)
* 11/27 – pair programming lockdown w/ James. (1h)
* 11/29 – worked on researching what needs to be put in the game. (2h)
* 11/29 – worked on getting a working build. (2h)
* 11/29 – working on the installer set up. (2h)