GAM 200 – Weekly Work Log – WEEK FOURTEEN

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: 54

Best Practices

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

* ALL - Asked for Help (from whom?): from taher to make the installer (2020/11/30 30min)
* ALL - Code Commenting and Doxygen: went through my code before submission and added more comments, including essential header comments (2020/12/01 1h)

Weekly Work Logs

Weekly Work Log (Week 14)

* **Your overall goal for this week:** 
  + **ensure that the game feature freeze and the proccess until submission goes smoothly**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **discord meeting when submitting the game, and when preparing the installers.**
* **Describe any online education/remote team innovations, discoveries, or new best practices:** 
  + **none.**
* **Did you check in code or assets to your team repository this week? Yes / No**
* **Total estimated number of hours worked this week: 6**

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

* Note: the reason for limited hours is because we turned in on tuesday, thus 8 hours is hard to get to.
* 11/30 – preparing the build / installer (2h)
* 11/30 – preparing the new build and making installer (2h)
* 12/1 – preparing things for submissions (2h)

See y’all next semester : )