GAM 200 – Weekly Work Log – WEEK THREE

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: 20

Best Practices

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

* ALL - Asked for Help (from whom?): asked Tech Director for 2 direcytions in the reflection system.
* ALL – Meetings with Instructor or TA (with whom?): (Calin Gavriliuc, & hunkofsteel#3943 [this person was recommended to talk to by Calin Gavriliuc, and had a meeting together, don’t remember his real name / could not find him on the TA list…...])
* ALL - Code Commenting and Doxygen: commented code as I wrote it.
* ALL - Design or Technical Research: researched posibilities in serialization
* CS - Test/build automation: a test class was made to test the serializtion code.
* CS - Technical Research: researched serialization possibilities

Weekly Work Logs

Weekly Work Log (Week 3)

* **Your overall goal for this week: Start serialization.**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **TA meeting to discuss the Deserialization code and how it is not very understandable.**
  + **Tech meeting on WEdnesday**
  + **Team meeting on Friday during lab**
* **Describe any online education/remote team innovations, discoveries, or new best practices:** 
  + **team building excerise (we played among us as a team)**
* **Did you check in code or assets to your team repository this week? [ Yes ] / No**
* **Total estimated number of hours worked this week: 20**

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

* 9/14 – Setting up Windows VM to work on GAM in, and installed VS (2 hours)
* 9/15 – Finished integrating DeSerialization in refection. (1h) Meet with TA to discuss my Deserialization code
* 9/16 – Tedch meeting and reporting that I will be working on serialization now and FMOD is to be moved to someone else. (3 hours)
* 9/17 – finalized Serialization interface, and started work on serialization. Wrote most of serialization code. (4 hours)
* 9/18 – tested serialization code in game engine and fixed bugs (8 hours)
* 9/19 – casually talking to people on the team (2 hours?)
* 9/20 – Team building (2 hours), work log and updating trello (2 hours)