GAM 200 – Weekly Work Log – WEEK FOUR

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: 45

Best Practices

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

* ALL - Asked for Help (from whom?): Kenny, for the windowing of ImGUI
* ALL – Meetings with Instructor or TA (with whom?): Calin Gavriliuc, short conversation on how I should continue post Serialization.
* ALL - Code Reviews (recommended!): Made a group of three ro review eachothers code.
* ALL - Pairs Programming or Pairs C# Scripting: Worked together in trouble shooting issues with ImGUI.
* ALL - Design or Technical Research: std::variant for serialization to use, and ImGUI for use (still confused on set up but I know what to do )
* CS - Test/build automation:
* CS - Technical Research: Started looked into

Weekly Work Logs

Weekly Work Log (Week 4)

* **Your overall goal for this week:** 
  + **Make everyting use serialization / deserialization.**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **N/A**
* **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: 25**

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

* 9/21 – Answered questions about serialization, and DeSerialization and how to implament the functions. (1h)
* 9/23 – Code review during the tech meeting. (2h)
* 9/25 – converted the serialization and deserialization to std::variant (6h)
* 9/25 – Team Bonding playing OSU! (3h)
* 9/26 – Sat in to team lead meeting (2h)
* 9/26 – Gave Producer & associate producer feed back on Team lead meeting (1h)
* 9/26 – Worked on assignments while talking with others on the team for team bonding. (4h)
* 9/27 – Team bonding with whole team. (1h)
* 9/27 – Started ImGUI and got help on getting ImGUI to render (5h)