GAM 200 – Weekly Work Log – WEEK FIVE

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: 87

Best Practices

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

* ALL - Asked for Help (from whom?): Kenny on getting ImGUI set up since it interacts with the graphics code.
* ALL - Offered Help (to whom?): To people on my team working on serializing their components.
* ALL - Pairs Programming or Pairs C# Scripting: Worked with others to get their systems Serializable so that ImGUI can edit them
* CS - Technical Research: ImGUI and how its works and how to use windows.
* CS - Build Management: Resolved merge conflict and brought some nessary systems together to get ImGUI working properly

Weekly Work Logs

Weekly Work Log (Week 5)

* **Your overall goal for this week:** 
  + **Set up ImGUI for use during M1 presentation.**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **Team meeting to reherse M1 presentation.**
* **Describe any online education/remote team innovations, discoveries, or new best practices:** 
  + **We are switching from trello to Azure Dev Ops for better organization of tasks (most imporantly swimlanes)**
* **Did you check in code or assets to your team repository this week? [ Yes ] / No**
* **Total estimated number of hours worked this week: 42**

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

* 9/28 – Trouble shooting ImGUI. (4h)
* 9/29 – ImGUI is now working and learning how to use it. Build some structure to work on the next day. (6h)
* 9/30 – Made new ImGUI windows, connected Serialization to recursive ImGUI to created editable information on all objects. (13h)
* 10/01 – Debug lines are proper arrows. Preped the jsons for the presentation tomorrow (6h)
* 10/02 – ImGUI bug fixes. M1 rehersal, and presentation. Lead M0 – M1 post mortem. (9h)
* 10/03 – Processing result fo the post mortem (3h)
* 10/04 – weekly work log / milestone report (1h)