GAM 200 – Weekly Work Log – WEEK SIX

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: 18.5

Best Practices

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

* ALL - Asked for Help (from whom?): Charlie on informaiton about the reflection system so that I can work on De/Serialization
* ALL - Pairs Programming or Pairs C# Scripting: Worked with charlie to get some complicated parts of serialization working.
* CS - Technical Research: ImGUI Docking and Viewport branches

Weekly Work Logs

Weekly Work Log (Week 6)

* **Your overall goal for this week:** 
  + **convert De/Serialization to use the new reflection system.**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **Team meetings,**
* **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: 18.5**

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

* Date - Task description in at least a full sentence (X hours)
* 10/5 – Meeting with BAGDs to get a general ideo of what they expect from ImGUI (1h)
* 10/7 – Tech meeting where we discussed reflection and how to adapt the current systems to that. (1h)
* 10/8 – Talked with BAGDs and participated in the ASF component list. Also taught them how to use google sheets correctly (2h)
* 10/9 – Set up Deserialization to work with new reflection system. (3.5h)
* 10/10 – Worked with charlie to set up Serialization. (8h)
* 10/11 – Meet with James to get more detail of what was expected from ImGUI (1h)
* 10/11 – set up new imgui branch (yay for docking and viewports), and trouble shooted it…… but the branch specific features dont work….. (2h)