GAM 200 – Weekly Work Log – WEEK SEVEN

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: 48.5

Best Practices

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

* ALL - Asked for Help (from whom?): from charlie on details of how the reflection system has changed over the week.
* ALL - Offered Help (to whom?): To taher to help get his components working with ImGui……...
* ALL - Pairs Programming or Pairs C# Scripting: Worked with Kenny in an attempt to get the window rendering to ImGui.
* CS - Technical Research: ImGui docking, and actually having it work.

Weekly Work Logs

Weekly Work Log (Week 7)

* **Your overall goal for this week:**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):**
* **Describe any online education/remote team innovations, discoveries, or new best practices:**
* **Did you check in code or assets to your team repository this week? [ Yes ] / No**
* **Total estimated number of hours worked this week: 30**

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

* NOTE: I only work on coding game during the weekend (fri, sat, sun).
* 10/14 – Tech meeting. Splitting the Tech team into 2 teams. (2h)
* 10/15 - over work intervention 4 james and charlie (2h)
* 10/16 – Getting current state of ImGUI to use the new reflection system (5h)
* 10/16 – Getting Docking to work properly (4h)
* 10/17 – getting spaces and objects printed to imgui (1h)
* 10/17 – getting contents of spaces and objects printed to imgui (4h)
* 10/17 – getting those values to be correctly editable, and hide values we dont want to see. (4h)
* 10/18 – Getting ImGui to act closer to unity. Only being able to see 1 obj, adding objects and spaces, etc. (8h)