GAM 200 – Weekly Work Log – WEEK EIGHT

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: 68.5

Best Practices

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

* ALL - Team on One/Team Tune-Up participation: Team Tune up Sunday 20201025. got pointer on how to work more cohesivly as a team.
* ALL - Pairs Programming or Pairs C# Scripting: Helped charlie get started in ImGui, so he can work on ImGui during the week in case things break.
* CS - Build Management: Seperated the ImGui file into 5 files, based on what they do for ImGui.

Weekly Work Logs

Weekly Work Log (Week 8)

* **Your overall goal for this week: Work on ImGui and get it to be more usable for the BAGDs to work in**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **Team Tune up…. We discussed how to work together as a team better.**
* **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: 20**

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

* 10/19 – help charlie getting started with ImGui (3h)
* 10/23 – Serialize Unique Ids so that dropdowns don’t undrop down after stoping the game. Refactoring how Objects are selected. (5h)
* 10/24 – Implamented searching for spaces and objects. (4h)
* 10/24 – implamented the ability to create Archetypes of components and game objects (game objects are not working properly currently since each component creater needs to write a copy constructor for it to work properly) (4h)
* 10/25 – Team Tune up. (4h)