GAM 200 – Weekly Work Log – WEEK NINE

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: 76.5

Best Practices

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

* ALL - Asked for Help (from whom?): from charlie on how to add a new thing to be on the reflection system and get them to be DeSerializable.
* ALL - Pairs Programming or Pairs C# Scripting: Helped charlie through some dock building in ImGui.

Weekly Work Logs

Weekly Work Log (Week 9)

* **Your overall goal for this week: Continue polishing ImGui.**
* **Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):** 
  + **Milestone #2 happened and we got feedback of how to connect our art, sound, design and tech teams so that they work toghether.**
* **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: 8**

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

* 10/28 – Tech meeting where we discussed the features that got in before feature freeze, and prepped for pre-grading. (2h)
* 10/30 – Whole team meeting going over what we prepped for pre grading. Milestone 2 and pre-greding. Discussed results of each teams pre-grade. (3h)
* 10/31 – Implamented a way to load an archetype from a json. Not operational yet :( still some bug fixes (3h)