GAM 200/250 - Milestone Report

Student Information

Student Name: Adrian Kacmarcik

Degree Program: Bachelors of Science in Computer Science in Machine Learning

Team Name: Ctrl+Alt+Kiwi

Game Name: Robot Remedy

Report Period: Milestone #1

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

List all best practices performed during the current milestone. Include the best practice category, the date, a one to two sentence description of the work performed, info about the topic and/or individuals who participated in the best practice, and estimated duration. It’s expected that this info will be duplicated in your weekly work logs.

Example:

ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices:**

* ALL - Asked for Help: Asked charlie how the reflection system will work in the serialization direction. Kenny for the graphics portion of ImGUI.
* ALL - Offered Help: To component creaters on my team, helped them through getting their components serialized.
* ALL - Code Reviews (recommended!): Made a groun of three to review eachothers code.
* ALL - Pairs Programming or Scripting: Worked together in trouble shooting isssues with ImGUI
* ALL - Code Commenting and Doxygen: Commented De/Serialization code do if anyone were to read it, it would be easier to understand than otherwise.
* CS - Test/build automation: Wrote unit tests for DeSerialization code.
* CS - Technical Research: Researched RapidJSON, Google Test, Serialization options, std::variant, and ImGUI for use in our game engine.
* CS - Build Management: Resolved merge conflicts in merging my code into master, and brought some nessasary branches together so ImGUI can be implamented with their components.

Weekly Work Logs

Weekly Work Log (Week 1)

Total estimated number of hours worked this week:

Date and task: 10

1. (8/31) – researched Unit testing (1)
2. (9/1) - researching and attempting to implament Unit testing (1)
3. (9/2) - First Unit test Written! (2)
4. (9/3) - messed with more useless unit testing (.5)
5. (9/4) - started Unit Testing Public interfadce (2)
6. (9/5) - finished Unit Testing Public interface (2)
7. (9/6) - started testing Private Interface (2)

Weekly Work Log (Week 2)

Total estimated number of hours worked this week:

Date and task: 7

1. 9/7 – worked on unit tests for internal functions (1h)
2. 9/8 – worked on unit tests for internal functions (1h)
3. 9/9 – worked on unit tests for internal functions (1h)
4. 9/10 – Started to make code work with component registry (1h)
5. 9/11 – worked on copatibility with component registry (2h)
6. 9/13 – Trashed compatability with component registry and started different route, so that we can get Serialization working faster. (1h)

Weekly Work Log (Week 3)

Total estimated number of hours worked this week:

Date and task: 24

1. 9/14 – Setting up Windows VM to work on GAM in, and installed VS (2 hours)
2. 9/15 – Finished integrating DeSerialization in refection. (1h) Meet with TA to discuss my Deserialization code
3. 9/16 – Tedch meeting and reporting that I will be working on serialization now and FMOD is to be moved to someone else. (3 hours)
4. 9/17 – finalized Serialization interface, and started work on serialization. Wrote most of serialization code. (4 hours)
5. 9/18 – tested serialization code in game engine and fixed bugs (8 hours)
6. 9/19 – Team meeting about (2 hours?)
7. 9/20 – Team building (2 hours), work log and updating trello (2 hours)

Weekly Work Log (Week 4)

Total estimated number of hours worked this week:

Date and task: 25

1. 9/21 – Answered questions about serialization, and DeSerialization and how to implament the functions. (1h)
2. 9/23 – Code review during the tech meeting. (2h)
3. 9/25 – converted the serialization and deserialization to std::variant (6h)
4. 9/25 – Team Bonding playing OSU! (3h)
5. 9/26 – Sat in to team lead meeting (2h)
6. 9/26 – Gave Producer & associate producer feed back on Team lead meeting (1h)
7. 9/26 – Worked on assignments while talking with others on the team for team bonding. (4h)
8. 9/27 – Team bonding with whole team. (1h)
9. 9/27 – Started ImGUI and got help on getting ImGUI to render (5h)

Weekly Work Log (Week 5)

Total estimated number of hours worked this week:

Date and task: 42

1. 9/28 – Trouble shooting ImGUI. (4h)
2. 9/29 – ImGUI is now working and learning how to use it. Build some structure to work on the next day. (6h)
3. 9/30 – Made new ImGUI windows, connected Serialization to recursive ImGUI to created editable information on all objects. (13h)
4. 10/01 – Debug lines are proper arrows. Preped the jsons for the presentation tomorrow (6h)
5. 10/02 – ImGUI bug fixes. M1 rehersal, and presentation. Lead M0 – M1 post mortem. (9h)
6. 10/03 – Processing result fo the post mortem (3h)
7. 10/04 – weekly work log / milestone report (1h)