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 #2

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

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: (please delete any you did not complete)**

* Week 6
* 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
* Week 7
* 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.
* Week 8
* 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.
* Week 9
* 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 1)

Total estimated number of hours worked this week: 18.5

Date and task:

1. 10/5 – Meeting with BAGDs to get a general ideo of what they expect from ImGUI (1h)
2. 10/7 – Tech meeting where we discussed reflection and how to adapt the current systems to that. (1h)
3. 10/8 – Talked with BAGDs and participated in the ASF component list. Also taught them how to use google sheets correctly (2h)
4. 10/9 – Set up Deserialization to work with new reflection system. (3.5h)
5. 10/10 – Worked with charlie to set up Serialization. (8h)
6. 10/11 – Meet with James to get more detail of what was expected from ImGUI (1h)
7. **10/11 – set up new imgui branch (yay for docking and viewports), and trouble shooted it…… but the branch specific features dont work….. (2h)**

Weekly Work Log (Week 2)

Total estimated number of hours worked this week: 30

Date and task:

1. 10/14 – Tech meeting. Splitting the Tech team into 2 teams. (2h)
2. 10/15 - over work intervention 4 james and charlie (2h)
3. 10/16 – Getting current state of ImGUI to use the new reflection system (5h)
4. 10/16 – Getting Docking to work properly (4h)
5. 10/17 – getting spaces and objects printed to imgui (1h)
6. 10/17 – getting contents of spaces and objects printed to imgui (4h)
7. 10/17 – getting those values to be correctly editable, and hide values we dont want to see. (4h)
8. 10/18 – Getting ImGui to act closer to unity. Only being able to see 1 obj, adding objects and spaces, etc. (8h)

Weekly Work Log (Week 3)

Total estimated number of hours worked this week: 20

Date and task:

1. 10/19 – help charlie getting started with ImGui (3h)
2. 10/23 – Serialize Unique Ids so that dropdowns don’t undrop down after stoping the game. Refactoring how Objects are selected. (5h)
3. 10/24 – Implamented searching for spaces and objects. (4h)
4. 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)
5. 10/25 – Team Tune up. (4h)

Weekly Work Log (Week 4)

Total estimated number of hours worked this week: 8

Date and task:

1. 10/28 – Tech meeting where we discussed the features that got in before feature freeze, and prepped for pre-grading. (2h)
2. 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)
3. 10/31 – Implamented a way to load an archetype from a json. Not operational yet :( still some bug fixes (3h)