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: streamline

Report Period: Milestone #3

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: 49.5

Best Practices

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)**

* ALL - Asked for Help:
  + from taher to make the installer (2020/11/30 30min)
* ALL - Offered Help:
  + To sophia on how to read the data from a file name. (1h 2020/11/4)
  + offered some help to James with jsons and getting the game to cooperate a bit more. (.5h 2020/11/21)
  + James who was working on an implamentation of lockdown in our engine. (1h 2020/11/27)
* ALL - Pairs Programming or Scripting:
  + Pair promrammed with Mathew on sunday of last week to get the file explorer up (4h 2020/11/01).
  + Pair programmed with Sophia in reading sprite sheet data from file names, and recommended regular expressions to get the info from the file name (1h 2020/11/01).
  + pair programming lockdown w/ James (1h 2020/11/27)
* ALL - Code Commenting and Doxygen:
  + went through my code before submission and added more comments, including essential header comments (2020/12/01 1h)
* CS - Test/build automation:
  + Wrote unit tests for Reflect::Hash and other basic utils. (5h 2020/11/07)
  + Wrote unit tests for the code I wrote and found glaring issues, and fixed them. (2.5h 2020/11/15)
  + Finishing up Unit Tests for SimpleSaveLoad. (2.5h 2020/11/22)
* CS - Technical Research:
  + Researched how to put unit tests in Visual Studios. (1h 2020/11/06)
  + Researched (talked with dad) on how to organize a realease schedule for the team. (2h 2020/11/27)
* CS - Build Management:
  + Worked on getting the project to commit properly to git with the new partial projects (1h 2020/11/06).
  + Made a release build for an installer to be build off of. (2h 2020/11/27)

Weekly Work Logs

Weekly Work Log (Week 10)

Total estimated number of hours worked this week: 17

Date and task:

1. 11/1 – Pair programming with mathew. (4h)
2. 11/4 – pair programming with sophia. (1h)
3. 11/6 – Serialization functionality where the user supplys. (4h)
4. 11/6 – Restucture project to allow for unit testing. (6h)
5. 11/7 – Seperate Refleciton from main project. (2h)
6. 11/7 – Starting to unit tests. (4h)

Weekly Work Log (Week 11)

Total estimated number of hours worked this week: 8.5

Date and task:

1. 11/10 – CS – A sub team meeting, we discussed discussed pregrading at then end of the week. (1h)
2. 11/13 – Team meeting. And Techinical guide pregrading. (2h)
3. 11/14 – Writing the a serialization / deserialization interface that anyone can use. (3h)
4. 11/15 – Unit Testing and fixing issues with the serialization and deserialization interface I had just written. (2.5h)

Weekly Work Log (Week 12)

Total estimated number of hours worked this week: 9

Date and task:

1. 11/17 – Computer Science Team A meeting. Discussed pregrading and expectations for the rest of the week of this sub team. (1h).
2. 11/18 – Tech team meeting. Discusssed pregrading and what we accomplished the last week and what we plan to accomplish in the next week and a half. (1h)
3. 11/18 – Worked with kenny in an attempt to reorganize the project. (3h)
4. 11/20 – Team meeting and pregrading the game and the game engine. (1h)
5. 11/21 – Joined James in a call and talked thru some of his issues that he was running into. (.5h)
6. 11/22 – Finishing up Unit Tests for SimpleSaveLoad. And merging master on to the branch so when allowed I can easily commit to master. (2.5h)

Weekly Work Log (Week 13)

Total estimated number of hours worked this week: 9

Date and task:

1. 11/27 – prepared with my dad to create a realease timeline for our bulid to ensure that we submitt in time for the early submission. (2h)
2. 11/27 – pair programming lockdown w/ James. (1h)
3. 11/29 – worked on researching what needs to be put in the game. (2h)
4. 11/29 – worked on getting a working build. (2h)
5. 11/29 – working on the installer set up. (2h)

Weekly Work Log (Week 14)

Total estimated number of hours worked this week: 6

Date and task:

1. Note: the reason for limited hours is because we turned in on tuesday, thus 8 hours is hard to get to.
2. 11/30 – preparing the build / installer (2h)
3. 11/30 – preparing the new build and making installer (2h)
4. 12/1 – preparing things for submissions (2h)

See y’all next semester : )