

**Weekly Report**  
**Nuclear Monkey Software**  
**Narbacular Drop**  
**GAM400**

*For the week of September 27, 2004*

**Programmer Team:**

- *Name:* Dave Kircher
- *Job:* Technical Director
  - *What did you accomplish for the week?*
    - Finished the integration of the sketcher engine with the game to a usable point. Got X files to load and animate. Optimized the crap out of animated meshes until they started running faster than electrified greased cats.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Work with the artists to get plans complete on supported formats and conventions. Work bugs out of the X file loader. Attempt to better support for craptacular video cards.
  - *What are problems that you are having with the game project, either technical or social?*
    - None.
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
    - Dave: 4
    - Kim: 3
    - Jeep: 4
    - Garret: 3
- *Name:* Garret Rickey
- *Job:* Designer
  - *What did you accomplish for the week?*
    - A new test level in Worldcraft.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Add a player object, 100%, work on camera AI 10%.
  - *What are problems that you are having with the game project, either technical or social?*
    - Integrating engines caused more problems than I thought.
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*

- Dave: 4
- Kim: 3
- Jeep: 4
- Garret: 2

- *Name:* Jeep Barnett
- *Job:* Product Manager
  - *What did you accomplish for the week?*
    - I helped Garret learn Worldcraft. I made the website's new section more robust and handle searching. I made level leading happen from the console instead of being hacked. Transferred my rigid/soft body motion research into the project using the new physics engine. Brought over the old line drawing class so I could display the new lava stuff. I did research on procedural and volume texture by the artist's request.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Fix level loader to load ALL types 100%; Make level loader handle more types 75%; Fix collision data/geometry problems in level loader 100%; Optimize collision 50%.
  - *What are problems that you are having with the game project, either technical or social?*
    - I caught Dave's cold.
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
    - Dave: 5
    - Kim: 3
    - Jeep: 3
    - Garret: 3

- *Name:* Kim Swift
- *Job:* Producer
  - *What did you accomplish for the week?*
    - I did some research into how I'd like to implement the Impy AI.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Work on the PPT (100%), and begin Impy AI state machines.
  - *What are problems that you are having with the game project, either technical or social?*
    - I have a project due for GAT class on Friday, and its taking more time than I thought to complete it. I'm also afraid I'm gonna catch the cold that everyone has.

- *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
  - Dave: 5
  - Kim: 2
  - Jeep: 5
  - Garret: 3

### **Artist Team:**

- *Name:* Scott Klintworth
- *Job:* Art Team Lead
  - *What did you accomplish for the week?*
    - Build proxies and test objects to test art assets in the game engine.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Modeling demon character.
  - *What are problems that you are having with the game project, either technical or social?*
    - None so far.
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
    - Eric: 4
    - Paul: 4
    - Realm: 4
    - Scott: 4
  
- *Name:* Paul Graham
- *Job:* Animation/Modeler
  - *What did you accomplish for the week?*
    - Proxy model of Impy, rigging, walk cycle, and run cycle.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Next week I will model and possibly rig Impy (100%).
  - *What are problems that you are having with the game project, either technical or social?*
    - None.
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
    - Eric: 4
    - Paul: 4
    - Realm: 4

- Scott: 4

- *Name:* Realm Lovejoy
- *Job:* Model Sheets
  - *What did you accomplish for the week?*
    - Concept sketches, finalizing design, started model sheets.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - By next week I should have all the model sheets complete, and I will be modeling turtle and Wally.
  - *What are problems that you are having with the game project, either technical or social?*
    - I had trouble with a color scheme, so I will consult with Becker before starting on textures.
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
    - Eric: 4
    - Paul: 4
    - Realm: 4
    - Scott: 4

- *Name:* Eric Brown
- *Job:* Artist
  - *What did you accomplish for the week?*
    - Once again, was not able to get a hold of him... so no report.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    -
  - *What are problems that you are having with the game project, either technical or social?*
    -
  - *How would you evaluate your team members for the week? This is on a scale from 1-5, where 1 is extremely poor, 3 is good, and 5 is beyond exceptional.*
    - Eric:
    - Paul:
    - Realm:
    - Scott:

**Sign-Off:**

Dave: \_\_\_\_\_

Kim: \_\_\_\_\_

Jeep: \_\_\_\_\_

Garret: \_\_\_\_\_