

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of October 04, 2004

Programmer Team:

- *Name:* Dave Kircher
- *Job:* Technical Director
 - *What did you accomplish for the week?*
 - Implemented normal based bump mapping in vertex pixel shaders. Fixed sketcher_engine in a limited sense on “crappy” computers. Consulted with Scott on max polycount for Demon, made a test model to confirm theories.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - TDD, as well as a simple model loading tool for the artists.
 - *What are problems that you are having with the game project, either technical or social?*
 - I feel that my work queue has a heavy bias, with lots of work that needs to be done yesterday, but very little work later in the semester.
 - *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: 3
 - Garret: 4
- *Name:* Garret Rickey
- *Job:* Designer
 - *What did you accomplish for the week?*
 - Camera AI, Player AI framework, state machines for animation transitions, and physics based movement. Player controls.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Use a model as a test player, movement/collision/animation changes @ 50%
 - *What are problems that you are having with the game project, either technical or social?*
 - Our work schedules are kinda mismatched.
 - *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: 3
- Kim: 3
- Jeep: 5
- Garret: 3

- *Name:* Jeep Barnett
- *Job:* Product Manager
 - *What did you accomplish for the week?*
 - Made collision slightly faster. Still need to separate map collision from object collision. Fixed timer, and made Inputskee (not dll Inputski) to make mouse controls less crappy. Created standard DirectX object for cubes, teapot, sphere. Got more objects loading from level. Got torch flicker looking cool.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Sell the dollar that Kim's got (its mine) 100%
 - Get yet more level objects loaded 100%
 - Separate map and object collision 100%
 - Convince Dave that Matrix Buddy rules 100%
 - *What are problems that you are having with the game project, either technical or social?*
 - Had a problem where game always did rebuild all for an entire day, but its fixed now.
 - *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: 5
 - Garret: 4

- *Name:* Kim Swift
- *Job:* Producer
 - *What did you accomplish for the week?*
 - I completed most of the Project Planning Timeline (70%), I just need to transcribe it in Microsoft Project. Started on Impy AI, and then realized I should make an AI state machines class, so I started that too.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - I need to finish the PPT, and make a documentation document for the game's AI for the TDD. Finish the state machines class, and continue working on Impy's AI.
 - *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: 4

Artist Team:

- *Name:* Scott Klintworth
- *Job:* Art Team Lead
 - *What did you accomplish for the week?*
 - Finished up concepts, started binder, and began modeling Demon.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish Demon model.
 - *What are problems that you are having with the game project, either technical or social?*
 - Need to get a finalized poly count for all characters.
 - *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?*
 - Made some textures.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Complete textures and begin rigging.
 - *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: Artist*
 - *What did you accomplish for the week?*
 - Presentation of model sheet, scale sheet, and concepts to Royal, on schedule.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - My goal is to model Wally and Turtle.
 - *What are problems that you are having with the game project, either technical or social?*
 - Not too many problems, just trying to keep poly counts low.
 - *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: 3
 - Paul: 4
 - Realm: 4
 - Scott: 4

- *Name: Paul Graham*
- *Job: Artist*
 - *What did you accomplish for the week?*
 - Impy Model
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Rigging Impy at 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

Sign-Off:

Dave: _____

Kim: _____

Jeep: _____

Garret: _____