

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of November 15, 2004

Programmer Team:

- *Name:* Dave Kircher
- *Job:* Technical Enforcer
 - *What did you accomplish for the week?*
 - Did crazy pyramidal clipping for the portals, which fixed their drawing bugs completely.
 - Got portal drawing and placement integrated into the game engine.
 - Made small fixes to the matrix buddy clone for draw-able objects.
 - Found a mathematical snafoo with the portals when one is placed on the ground/ceiling and made a few attempts to fix it.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Make sure the engine proof meets the turn-in standards. Work on the ground/ceiling bug for portals.
 - *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: 3
 - Kim: 3
 - Jeep: 3
 - Garret: 3
- *Name:* Garret Rickey
- *Job:* Designer
 - *What did you accomplish for the week?*
 - Started portal transit code.
 - Fixed a collision typo bug.
 - *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 more portal transit.
 - Polish animation and physics for future gameplay.
 - *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: 4
 - Jeep: 4
 - Garret: 4
- *Name:* Jeep Barnett
- *Job:* Product Manager
 - *What did you accomplish for the week?*
 - Finished researching making lava look cool using volume textures.
 - Made the timer not count before the game has started.
 - Made it so that non rectangular walls load properly.
 - *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 Garret to get going through portals going.
 - Unless someone thinks of something better for me to do.
 - *What are problems that you are having with the game project, either technical or social?*
 - Half-Life 2 eating my soul...
 - *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: 2
 - Garret: 4
- *Name:* Kim Swift
- *Job:* Producer
 - *What did you accomplish for the week?*
 - Worked on Impy AI, he now wanders around and goes idle randomly... but very, very stupidly.
 - Debugged more of the state machine class.
 - Ran into problems where he was falling through the world.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish the wander state so he doesn't run into walls. I couldn't do that while his collision state was screwed up, but Garret fixed that yesterday.
 - Start chase player state.
 - *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: 4
 - Jeep: 4
 - Garret: 4

Artist Team:

- *Name:* Scott Klintworth
- *Job:* Art Team Lead
 - *What did you accomplish for the week?*
 - Got all Demon's animations roughed out.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finalizing animations for demon.
 - Begin working on some of Princess' animations.
 - Reskin all characters so that textured models can be animated.
 - *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: 3
 - Paul: 4
 - Realm: 4
 - Scott: 4
- *Name:* Realm Lovejoy
- *Job:* Artist
 - *What did you accomplish for the week?*
 - I got textures of box, crate and torch done.
 - Currently modeling the boulder and button.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Plan on refining all textures for characters and props.
 - Maybe I can get around to making a nice presentation sheet of concepts and results.
 - *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: 3
 - Paul: 4
 - Realm: 3
 - Scott: 3
- *Name:* Paul Graham
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Completed four animations for Impy.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Polish and create more animations for Impy.
 - *What are problems that you are having with the game project, either technical or social?*
 - Exporting Impy
 - *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: 3
 - Realm: 3
 - Scott: 3
- *Name:* Eric Brown
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Princess idle, walk backwards, summon portal, standing jump.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Princess running jump, skidding to a stop, running into objects, death 1.
 - *What are problems that you are having with the game project, either technical or social?*
 - Well, we figured out what was wrong with Princess...it was the skin modifier itself. Apparently she got moved at one point and her transforms weren't frozen, so she had translation data left over that the exporter didn't like. So I had to re-rig her. Yeah.
 - *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: 5
 - Realm: 4

- Scott: 4

Sign-Off:

Dave: _____

Kim: _____

Jeep: _____

Garret: _____