

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of November 1, 2004

Programmer Team:

- *Name:* Garret Rickey
- *Job:* Designer
 - *What did you accomplish for the week?*
 - Added Sphere/Wall collision, used a line segment collision to set an on ground type state to make physics work less and have less jittery walking.
 - Fixed the backwards-walkyness.
 - Made all level objects use the new BSP collision.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Polish the test level (90%)
 - Start the art showcase / testing level (20%)
 - Fix bugs and/or as they surface with regards to new collision
 - *What are problems that you are having with the game project, either technical or social?*
 - Midterms week is kinda rough, plus its hard to tell what other people have worked on. We're ahead of schedule still so I'm not gonna complain. I have a new rating system for the evaluations, as follows:
 - 5 – (only available with bonus points)
 - 4 – Ahead of schedule according to the PPT.
 - 3 – On time according to the PPT.
 - 2 – Behind schedule according to the PPT.
 - 1 – (only available with suck points)
 - +1 bonus point if the team member spent a lot of time on the game this week.
 - -1 suck points if the team member spent no time on the game this week.
 - *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 – Worked his ass off
 - Kim: 4 – all caught up according to PPT
 - Jeep: 4 – all caught up according to PPT
 - Garret: 4 – all caught up according to PPT

- *Name:* Dave Kircher
- *Job:* Technical Enforcer
 - *What did you accomplish for the week?*
 - Some useless changes to the matrix buddy clone.
 - Experimented with more bump mapping math.
 - Got bump mapping into the game in a workable fashion. Fixed some point sprite issues.
 - Reviewed changes needed for the TDD.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Abandon bump mapping for the time being and focus on making portals at least visibly implemented.
 - *What are problems that you are having with the game project, either technical or social?*
 - Bump mapping is being a bigger pain in the butt than I could have imagined.
 - *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: 4
 - Garret: 4
- *Name:* Jeep Barnett
- *Job:* Product Manager
 - *What did you accomplish for the week?*
 - Got doors, buttons, and counter game objects working 99%.
 - Got level loading done 100%, but transitions still need work.
 - Made Narbacular Drop Worldcraft level building FAQ.
 - Researched making lava with particles and it looks pretty cool. Cleaned up all the old lava code. Set up basic parameters for lava and got it colliding with the map.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Do everything possible to make lava behave in an awesome way. 100%
 - Comment ALL code for the level objects I've done. 100%
 - Clean up footstep sound effects and compile a complete list of sound effects still needed.
 - *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: 4
- *Name:* Kim Swift
 - *Job:* Producer
 - *What did you accomplish for the week?*
 - Helped Garret make changes with the GDD.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Stop feeling like I'm going to die.
 - Work more on Impy AI.
 - *What are problems that you are having with the game project, either technical or social?*
 - On Tuesday I got a really bad case of the flu, and it knocked me on my ass.
 - Behind on work, b/c I lost two days to fever shakes and general delirium.
 - In fact as I'm typing up this report I can barely read what in the world I'm writing. Bleh blurgh...aaaaahhhh...
 - *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?*
 - Began animating Demon's walk.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish run, walk and attack animations.
 - *What are problems that you are having with the game project, either technical or social?*
 - The art team is running slightly behind schedule.
 - Princess Texture is still in progress.
 - *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: 3
- Scott: 3

- *Name:* Realm Lovejoy
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Impy texture is done.
 - Started Princess texture.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - I am to finish Princess texture.
 - Start turtle texture.
 - Model and texture the box and crate.
 - *What are problems that you are having with the game project, either technical or social?*
 - I am a week behind on texturing, but am catching up this week.
 - *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: 2
 - Scott: 4

- *Name:* Eric Brown
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Princess model.
 - Princess rig.
 - Princess rom.
 - Test animation
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Wally's texture done, princess walk, run, idle done. 110%
 - *What are problems that you are having with the game project, either technical or social?*
 - This week, nothing has gone wrong, if you can believe it. ☺
 - *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?*
 - Animation of Impys walk, and run cycles.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Animation cleanup for impy, and possibly and idol position. 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: 3
 - Paul: 3
 - Realm: 3
 - Scott: 3

Sign-Off:

Dave: _____

Kim: _____

Jeep: _____

Garret: _____