

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of November 8, 2004

Programmer Team:

- *Name:* Dave Kircher
- *Job:* Technical Enforcer
 - *What did you accomplish for the week?*
 - Got the visual aspects of portals nearly complete. Just need to figure out some crazy clipping algorithms to make the visual portion complete.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - The crazy clipping.
 - Getting portals integrated into the game.
 - *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: 4
 - Garret: 4
- *Name:* Jeep Barnett
- *Job:* Product Manager
 - *What did you accomplish for the week?*
 - Commented all code I've written for level objects.
 - Added camera smoothing interpolation.
 - Added smoothed time elapsed values for interpolations.
 - Made generic particle system handling class.
 - Made torch particle system and made it sync with how it lights.
 - Clean up footstep sound effects.
 - Made list of all needed sound effects.
 - More lava research.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Try out some new ideas for lava: 50%
 - Get more sound effects for the game done: 50%
 - Fix weird level loading bug: 100%
 - Make timer pause while a level is loading: 100%

- *What are problems that you are having with the game project, either technical or social?*
 - Soul Coughing – Super Bon Bon is stuck in my head.
 - *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
- *Name:* Kim Swift
 - *Job:* Producer
 - *What did you accomplish for the week?*
 - Worked on Impy's wander state: 80%
 - Found a couple bugs in the state machine class, and have been hacking at them.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish Impy's wander AI for a single level plane.
 - Start to think about how to implement it for multi-plane levels.
 - Start on Impy's box movement AI for a single level plane.
 - *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:* Garret Rickey
 - *Job:* Designer
 - *What did you accomplish for the week?*
 - Started art-content level.
 - Worked on various camera interpolations, not really done... May need to rework.
 - Tried (again) to prevent fall-through-ground issues... Found a big hole and filled it. We think that solved it.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Rework camera movement to handle interpolation properly, with less glaring holes. Hopefully everything will move smoothly: 50%
 - Start the initial level-select level: 100%

- Polish movement and object animation synchs. Clean up the code responsible for that stuff too, so when we get the real princess it'll be faster to complete: 100%
- *What are problems that you are having with the game project, either technical or social?*
 - Just realized it's week 10. That's crazy.
 - We should get the final models with the animations very soon, then it'll look like it should and we can start some of the gameplay-related tuning.
- *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?*
 - Working on 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 up all of Demon's animations.
 - Finish Turtle's animations.
 - *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
- *Name:* Realm Lovejoy
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Textured Princess.
 - Working on crate and box.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*

- Complete box, crate, torch and turtle.
 - Refine character textures.
 - *What are problems that you are having with the game project, either technical or social?*
 - Just trying to keep up with the schedule.
 - *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: 3
 - Realm: 3
 - Scott: 3
- *Name:* Paul Graham
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Walk and run animation cleanup 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?*
 - Figuring out how to export Impy.
 - Creating new Impy animations.
 - *What are problems that you are having with the game project, either technical or social?*
 - Exporting broom with Impy's animations.
 - *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: 3
 - Realm: 3
 - Scott: 3
- *Name:* **Eric Brown DIED AGAIN.**
- *Job:*
 - *What did you accomplish for the week?*
 -
 - *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: _____