

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of October 25, 2004

Programmer Team:

- *Name:* Garret Rickey
- *Job:* Designer
 - *What did you accomplish for the week?*
 - Made prototype lvl 1 (Polishing Up) 80%
 - Finished camera collision (100%)
 - Began replacing object-level collision system (20%)
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Midterm Break (I have four next week)
 - I will try to do a little more on object-level collision, maybe up to 40%
 - *What are problems that you are having with the game project, either technical or social?*
 - Having to replace a lot of stuff.
 - Finding some strange create/destroy bugs.
 - *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?*
 - Helped Dave integrate his new memory manager into the project. This was a lot of code clean-up, but in the end revealed some unknown memory leaks.
 - Cleaned up memory leaks.
 - Added smooth transitions to the camera handler.
 - Added double sided wall support.
 - Fixed keyboard look constant.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Doors 100%
 - Level loading and transitions between levels 100%

- Begin research on if lava will look cool using particles, and cleaning up my lava code 50%.
 - *What are problems that you are having with the game project, either technical or social?*
 - Headphones were stolen so it's tough to work on sound or music for the game.
 - My productivity has also gone down slightly not being able to listen to music. ☹
 - *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: 3
 - Garret: 5
- *Name:* Dave Kircher
- *Job:* Technical Enforcer
 - *What did you accomplish for the week?*
 - Got a new memory manager up and running with leak and corruption detection.
 - Got a fast point sprite system ready to go for the particle systems.
 - Got mesh loading problems to display so Scott could fix demon.
 - Fixed Princess loading problems.
 - Got the artists up and running on CVS.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Portals and bump maps, hopefully bump maps at 100%.
 - *What are problems that you are having with the game project, either technical or social?*
 - Jeep's 64-bit processor builds broken versions of the game.
 - *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:* Kim Swift
- *Job:* Producer
 - *What did you accomplish for the week?*
 - Finished up the State Machines.
 - Started on Impy AI again.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*

- Taking a break this week for Midterms and to catch up on my independent study.
- If I have time at the beginning of next week, work a bit more on Impy AI.
- *What are problems that you are having with the game project, either technical or social?*
 - My back has started hurting again, and it makes for a very unpleasant distraction.
 - The cs420 midterm daunts and scares me.
- *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

Artist Team:

- *Name:* Scott Klintworth
- *Job:* Art Team Lead
 - *What did you accomplish for the week?*
 - I've been working on fixing problems with models.
 - I found the vertices on Princess and Demon that were causing errors in engine.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Princess ROM needs to be finished by Monday for art team milestone.
 - Once all technical problems are resolved, I can start animating Demon.
 - *What are problems that you are having with the game project, either technical or social?*
 - Engine is currently having issues with Princess' body.
 - Not entirely sure if this is an art or programmer problem.
 - *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?*
 - Impy's test texture.
 - Demon's texture refinement.
- *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 and Princess' texture.
- *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: 2
 - Paul: 3
 - Realm: 3
 - Scott: 3
- *Name:* Paul Graham
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Animation 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?*
 - Run, walk, idle animation for Impy (100%)
 - *What are problems that you are having with the game project, either technical or social?*
 - Scott is having trouble with viewers and loading, finding new problems with it every day.
 - *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: 2
 - Paul: 4
 - Realm: 4
 - Scott: 4
- *Name:* Eric Brown... MIA 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?*
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- *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: _____