

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of October 18, 2004

Programmer Team:

- *Name:* Garret Rickey
- *Job:* Designer
 - *What did you accomplish for the week?*
 - Synched up animations to character movement, 100%
 - BSP tree line segment collision 10%
 - BSP tree 100%
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - BSP Tree line segment collision @ 80%
 - *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: 5
 - Garret: 4
- *Name:* Jeep Barnett
- *Job:* Product Manager
 - *What did you accomplish for the week?*
 - Not much of what I said I would do last week... Instead:
 - Fixed physics move (but not completely)
 - Made a simple test level and put one of each level object type in it.
 - Made sure that each object is loading and that its storing its data completely awesome.
 - Made a task list of everything that still needed to be implemented for each object and their percentage completed.
 - Started implementing the top priority object tasks: game text, boulder, turtle, ambient sounds, trigger areas, and respawning.
 - Rebuilt the WAD file with the new artist textures and changed the format slightly for more compatibility.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Slow down a bit and reserve time for my independent study.
 - Continue to implement priority level objects

- Clean up SFX from raw waves 50%
 - *What are problems that you are having with the game project, either technical or social?*
 - DigiPen's CVS server is unreliable, but a necessary evil.
 - *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: 4
 - Jeep: 5
 - Garret: 5
- *Name:* Dave Kircher
- *Job:* Technical Director
 - *What did you accomplish for the week?*
 - TDD
 - Matrix Buddy cloning
 - Vertex Blending (major speed increase)
 - A second round of Internet-based testing of the graphics engine.
 - Updated the game art viewer.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Fix demon loading problems
 - Get artists on the CVS server come hell or high water
 - If time permits fix the bump mapping and start 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: 4
 - Kim: 4
 - Jeep: 4
 - Garret: 4
- *Name:* Kim Swift
- *Job:* Producer
 - *What did you accomplish for the week?*
 - Helped Dave fill out a couple parts on the TDD.
 - Finished the PPT.
 - Worked some more on the AI_StateMachine
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish AI_StateMachine
 - Get AI_Impy to chase the player in 2D

- *What are problems that you are having with the game project, either technical or social?*
 - The network is bugging the crap out of me...
 - And the fact that IT has NO time to deal with anyone, and we need Tortoise CVS on the artist's machines.
 - Not enough time to do everything I need to. :P
- *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: 5
 - Garret: 4

Artist Team:

- *Name:* Scott Klintworth
- *Job:* Art Team Lead
 - *What did you accomplish for the week?*
 - Finished up the Princess model.
 - Got all of Demon's rig working in the engine.
 - Finished our 2nd milestone.
 - Got art team ftp access for file storage and sharing.
 - *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 ROM (range of motion)
 - Check all characters and ensure they are ready for the game engine.
 - *What are problems that you are having with the game project, either technical or social?*
 - CVS access would be Sweet!
 - FTP drop is working for the time being though.
 - *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?*
 - Demon texture, almost done.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*

- Going to detail demon.
 - Start Impy 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: 5
 - Paul: 4
 - Realm: 4
 - Scott: 4
- *Name:* Paul Graham
- *Job:* Artist
 - *What did you accomplish for the week?*
 - ROM for Impy
 - Rig 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?*
 - Animations for Impy
 - *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: 5
 - Paul: 4
 - Realm: 4
 - Scott: 4
- *Name:* Eric Brown
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Environment textures complete
 - Lava turtle rigged with ROM
 - Wally morphed
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - No-knees rigged with ROM
 - Wally unwrapped and textured
 - *What are problems that you are having with the game project, either technical or social?*
 - Computer randomly restarting (school)
 - Computer crashed (home)

- Network problems (school)
- *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: _____