

**Weekly Report**  
**Nuclear Monkey Software**  
**Narbacular Drop**  
**GAM400**

*For the week of December 2nd, 2004*

**Programmer Team:**

- *Name:* Dave Kircher
- *Job:* Technical Enforcer
  - *What did you accomplish for the week?*
    - I found and addressed a bug in the point sprite allocation system in Sketcher.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Commenting the crap out of my code.
    - Trying to fix portal visuals for "value" video cards.
  - *What are problems that you are having with the game project, either technical or social?*
    - Portals don't seem to show up on some "value" video cards, and I can't find an obvious reason. The hall of mirrors uses the same technical features and works fine on these cards.
  - *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:* Jeep Barnett
- *Job:* Product Manager
  - *What did you accomplish for the week?*
    - Changed eTable to be a static global pointer handler (rather than dynamic) for slight performance boost.
    - Updated input and binding to handle key up events.
    - Made Wally's mouth appear as a targeting cursor around portals.
    - Made particle systems for Wally's eyes.
    - Created lots of new sound effects, and ensured they fit with character animations.
    - Got lava to make ambient noise in game.
    - Fixed lava's texturing issues.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Stay on "Odd Job" duty ??%
    - Implement more in game sounds 30%

- Drink eggnog 210%
  - *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 rotating princess to her feet upon landing. Gave up.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Work more on princess-feet landification. (50%?).
  - *What are problems that you are having with the game project, either technical or social?*
    - Try not to grade by comment headers in the future. If word gets around that you use that method, it will be very easily abused by future students.
  - *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:* Kim Swift
- *Job:* Producer
  - *What did you accomplish for the week?*
    - Added new meshes given to me by the artists.
    - Interpolated Impy's movement in turning.
    - Started work on Impy's box finding/pushing state.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - I have no idea what I can get done, I have 3 projects due next week, worth a large chunk of my grades in those classes.
  - *What are problems that you are having with the game project, either technical or social?*
    - Too many things due, too little time, too little sleep. I'm on the verge of a nervous breakdown.

- *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

### **Artist Team:**

- *Name:* Scott... forgot to fill this out.
- *Job:*
  - *What did you accomplish for the week?*
    - I know he worked on getting me meshes, and princess animations.
  - *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:
- *Name:* Realm forgot to fill this out....
- *Job:*
  - *What did you accomplish for the week?*
    - I know she worked on textures.
  - *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:

- *Name:* Paul Graham
- *Job:* Artist
  - *What did you accomplish for the week?*
    - Worked on more Impy Animations.
  - *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 Impy's climbing animation.
  - *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:* Eric... MIA again, should be working on Princess animations....
- *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: \_\_\_\_\_