

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

*For the week of September 20, 2004*

**Programmer Team:**

- *Name:* Garret Rickey
- *Job:* Designer
  - *What did you accomplish for the week?*
    - The GDD is at 23 pages, all sections in are at 90% completed.
  - *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 GDD, finish the last 10%. Put together animated meshes in the engine, help Jeep.
  - *What are problems that you are having with the game project, either technical or social?*
    - We should have already had animated meshes working in our engine.
  - *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 (great graphics engine work)
    - Kim: 4 (great coordination w/ artists and producing)
    - Jeep: 4 (finished WorldCraft loader AND the website)
    - Garret: 3 (spending too much time on hw, GDD should be done)
- *Name:* Jeep Barnett
- *Job:* Product Manager
  - *What did you accomplish for the week?*
    - I spent most of the week pimping (aka making) our pitch attractive to the artists, and the general online public. This includes concept art, web design, and general raising awareness in the online community (spamming forums). Otherwise I've been closely working with Dave to get the sketcher engine integrated with the general game engine. I got text working in sketcher, and also got sequential level loading working properly.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Continue to integrate with Dave and be sure it's at 100% by the end of the work week (Friday). Finish my part of the engine documentation and pass it to Dave for the TDD. Optimize the collision engine (it's running poorly at the moment). Add more

content to the website. Fix the news handler on the website to break it into multiple pages.

- *What are problems that you are having with the game project, either technical or social?*
  - Dave is angry at the new engine without giving it much of a chance. We can solve this by compromising with global pointers to the engine's most important modules.
- *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: 3.5
  - Garret: 3
- *Name:* Dave Kircher
- *Job:* Technical Director
  - *What did you accomplish for the week?*
    - Updated sketcher engine to DX9 and worked with Jeep to replace old graphics system.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Complete integration of sketcher engine to the game. Then enhance sketcher engine feature set. Hopefully integration will reach 100%, nothing allocated to features.
  - *What are problems that you are having with the game project, either technical or social?*
    - I don't completely understand the game engine entirely yet.
  - *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: 3
- *Name:* Kim Swift
- *Job:* Producer
  - *What did you accomplish for the week?*
    - Helped with the pitch ppt by adding more information for the artists, and helped to revise the art assets document. Once we obtained artists, I helped to integrate them better with the team (getting contact info, schedules, organizing a team meeting, etc.)
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*

- Get to work on the PPT, and delegate jobs for the rest of the semester, and to make sure everything is really organized b/c its important with having an art team. (80% done)
- *What are problems that you are having with the game project, either technical or social?*
  - Worried a bit about Eric. I've sent him a few emails, and I've gotten no response from him.
- *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: 3

### **Artist Team:**

- *Name:* Scott Klintworth
- *Job:* Art Team Lead
  - *What did you accomplish for the week?*
    - Chose project, wrote up the team schedule, began concept art.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Finalize the concept art, begin modeling proxies for testing.
  - *What are problems that you are having with the game project, either technical or social?*
    - Eric's truck broke down and he hasn't been here otherwise, all good.
  - *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?*
    - Started concept drawings for the characters.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - Next week, I will be doing some proxy modeling, and intend to accomplish them 100%.

- *What are problems that you are having with the game project, either technical or social?*
  - I don't think we are having any major problems besides Eric not showing.
- *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:* Realm Lovejoy
- *Job:* Artist
  - *What did you accomplish for the week?*
    - Sketches of all of the characters with my art team, and scheduling of the weekly tasks.
  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
    - My goal is to finalize and make model sheets of the characters. I think we'll all decide the characters this week (100%). There's a 90% chance I can make their model sheets by the end of the week.
  - *What are problems that you are having with the game project, either technical or social?*
    - Eric's truck broke, so that's a bit of a problem, and he hasn't communicated what he's done so far.
  - *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: ? (well, he did a lot last week)
    - Paul: 3
    - Realm: 3
    - Scott: 4
- *Name:* Eric
- *Job:* Artist: MIA
  - *What did you accomplish for the week?*
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  - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
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  - *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.*