

Weekly Report
Nuclear Monkey Software
Narbacular Drop
GAM400

For the week of October 11, 2004

Programmer Team:

- *Name:* Garret Rickey
- *Job:* Designer
 - *What did you accomplish for the week?*
 - Camera class is at 80% done.
 - Player class has been tested and is 70% done.
 - Some WorldCraft tweakage.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Link up the Player AI state machine to animations.
 - Add camera collision (100%).
 - *What are problems that you are having with the game project, either technical or social?*
 - Level making will eat up a lot of time...
 - *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?*
 - Put the dollar up for auction and it now has one bid... 6 days remaining.
 - Optimized collision a lot with extremely good FPS boosting results.
 - Looked into optimizing Entity Think functions, but was defeated by the STL.
 - Finished loading all WorldCraft level object types and partially implemented most of them.
 - Added dynamic audio buffer to the FMOD wrapper for dynamic audio synths (stuff for Wally's voice).
 - Researched finding the 3dsmax 6.0 sdk.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Make final optimizations on collision (100%)

- Fix physics to handle objects resting (or moving) on surfaces (100%)
 - Make test level (not level in the game), that contains ALL level objects and make sure that all objects are loading properly (100%)
 - Help Garret with camera collision and provide functions he needs. (100%)
 - *What are problems that you are having with the game project, either technical or social?*
 - Midget Robot with a Jetpack.
 - *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: 5
- *Name:* Dave Kircher
 - *Job:* Technical Director
 - *What did you accomplish for the week?*
 - Lots of TDD goodness.
 - Art testing utility for the artists.
 - A tiny bit of matrix buddy cloning.
 - Small bug fixes in the sketcher engine.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish the TDD (by today)
 - More cloning of matrix buddy.
 - Find a solid x-file exporter since Panda is broken.
 - *What are problems that you are having with the game project, either technical or social?*
 - I don't think I'm effectively communicating how badly I want to obliterate slow/sloppy code.
 - *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?*
 - Worked on the PPT (almost done 90% complete)
 - Worked on the AI documentation for the TDD

- Finalized how I want to structure state machines.
- Refined the work on the AI State Machine base classes, need to change a few things of what I already coded.
- *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish the PPT (by today)
 - Finish the AI Documentation (by today)
 - Finish the state machine base classes.
 - Work more on Impy AI
- *What are problems that you are having with the game project, either technical or social?*
 - I keep getting really bad headaches this week, and its not helping things getting done.
 - I hate Digipen computers, and I have to use one to do the PPT.
 - The Digipen network is all screwy, and its starting to hack me off.
- *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?*
 - Began rigging demon
 - Began range of motion testing
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Finish ROM on demon
 - Start the same for turtle.
 - *What are problems that you are having with the game project, either technical or social?*
 - Exporter is being bizarre, or maybe its just 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.*
 - Eric: 4
 - Paul: 4
 - Realm: 4
 - Scott: 4

- *Name:* Paul Graham
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Finish modeling Impy
 - Finish rigging Impy
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - ROM for Impy at 100%
 - *What are problems that you are having with the game project, either technical or social?*
 - Creating a super low poly model for a character that is important in the game and needs good animation.
 - *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: 4

- *Name:* Realm Lovejoy
- *Job:* Artist
 - *What did you accomplish for the week?*
 - Editing wally
 - Continuing to work on turtle.
 - *What are your goals for next week? What percentage of each task you have delegated for yourself do you think you'll complete?*
 - Have demon textured.
 - *What are problems that you are having with the game project, either technical or social?*
 - Just not having much time. Right now I plan on unwrapping Demon tomorrow.
 - *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 Brown
- *Job:* Artist
 - *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.*
 - Eric:
 - Paul:
 - Realm:
 - Scott:

Sign-Off:

Dave: _____

Kim: _____

Jeep: _____

Garret: _____