

# Production Report

## Narbacular Drop

Game 450, Spring Semester 2005

Week: 13  
 Weeks Remaining: 2  
 Date: 04/12/2005

### ACTUAL HOURS WORKED

Class Attendance:									Total Member Hours
Member Name:	Job Title:	# Hours worked to make team contribution							This wk
		Tuesday	Wednes.	Thursday	Friday	Saturday	Sunday	Monday	
Kim Swift	Producer	0	0	0	3	0	0	0	3
Jeep Barnett	Product Manager	1	0	0	3	0	0	0	4
Dave Kircher	Technical Enforcer	1	0	0	3	0	0	0	4
Garret Rickey	Designer	1	0	0	3	0	0	0	4
Total Team Hours:									15

Progress Report			
Team Overview		Current milestone: Final Deliverable, due April 19, 2005	Score
Kim Swift  Producer	Objectives Last Week:	Live?	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Achievements:	Valve Day! Also had an interview with Crystal Dynamics on Tuesday.	
	Objectives Next Week:	If I have time, demon AI... but I need to work on physics project.	
Jeep Barnett  Product Manager	Objectives Last Week:	Track down some bugs and fix various randomness.	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Achievements:	Valve Day! Fixed a map loading bug.	
	Objectives Next Week:	Clean up default keybindings.	
Dave Kircher  Technical Enforcer	Objectives Last Week:	No goals really.	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Achievements:	Valve Day! Fixed a bug so the game can run on value video cards.	
	Objectives Next Week:	Keep my job and secure a new job.	
Garret Rickey  Designer	Objectives Last Week:	More game hints and simplified levels.	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Achievements:	Valve Day! Redid the first level of the game and simplified it.	
	Objectives Next Week:	Tutorial intro levels.	