

Elena Tomson

1) what were your concrete goals for the week?

Get some text to render

Animation for walking around

Make sure nobody kills each other. :)

2) what goals were you able to accomplish?

Got animations to load in while still moving normally.

Everyone is alive and well.

Need to discuss with team what level of text rendering we want, loading in simple sprites should be fine but if we want fancy text it's complicated but might be doable.

3) if the week went differently than you had planned, what were the

reasons? note that this happens regularly...I would prefer you to

be aggressive in what you want to try accomplish rather than limit

yourself to goals you know you'll easily achieve. so answering

this question is more of a reflection on the development process

and the surprises you encounter, it's not at all an evaluation.

A bit slower, the mid quarter slump. No particular reasons it just kinda was slower than normal.

4) what are your specific goals for the next week?

Get the timer going via server side and put the sprites up.

5) what did you learn this week, if anything (and did you expect to learn it)?

Text rendering can be incredibly complicated, like more than I expected but it's cool.

6) what is your individual morale (which might be different from the overall group morale)?

Eh, kinda chill in week 6. Kinda tired but overall doing alright.

