Sumukh Murthy - Week 8 Report

What were your concrete goals for the week?

- Continue trying to debug animation code
- Implement a water shader/water level
- Those long-overdue skin efficiency improvements
- Add further customization to the particle system and implement a no-lighting shader for it

What goals were you able to accomplish?

I implemented that no-lighting shader for the particle system, but that's all. I spent nearly no time on 125 this week because I had a very difficult project in cse 168 to work on, which took the entire week, and which I ultimately failed to finish :(

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.

I got absolutely killed by CSE 168 this week and I was able to devote pretty much no time at all for anything else. I'm mentally refreshed today and I'm all set to make some contributions this week.

What are your specific goals for the next week?
- Implement a water shader/water level
- Those long-overdue skin efficiency improvements
- Custom particle system trails and effects based on powerups/movement

What did you learn this week, if anything (and did you expect to learn it)?
Sometimes you simply get washed off your feet by something and it is what it is.

What is your individual morale (which might be different from the overall group morale)?
Today, pretty good. I'm mostly free this week and I'm all set to do stuff.