

Group Logo
Journal Form

Name Brandon Smith

Date (For 4/11/08)

Directions: Many jobs require regular reports when a long-term job is in progress. This journal should be completed, printed and turned into the Project Manager, once a week on the agreed upon day. Every question needs to be answered as a complete sentence or paragraph. Give details for more points. Spelling and grammar count as this is a professional document.

What specific task(s) were you to complete this week?

The weeks of 4/7 – 4/11, 4/14 – 4/18, and 4/21 - 4/25, I was to complete the Weeks 2, 3, and 4 tasks from my project timeline. This consisted of programming a complete and working in-game inventory interface in Week 2, and in Week 3 and 4 (respectively) I was to complete the task of Week 2 and 3 (respectively) and begin work, if possible, on inventory items and online inventory communications, respectively.

Did you complete it? If not, explain why

Unfortunately, I was not able to complete any of these tasks to any extent yet. A somewhat unforeseen “road block” came up: I needed a background for the interface to base my programming around, and without that I could not even begin to program the inventory. I knew this before, but did not think it would take very long. I have somewhat detailed beginning ideas concerning the method I will use to script the inventory, but needed this background.

So, as I could not begin programming, I drafted a layout sample (of no graphical significance, simply contained dimensions and menu placement, etc.) and sent it to Jonathan in an e-mail along with a description of the desired look and feel for the inventory background. I did this because he had been at a stalling point in the creation of the website, and I have relied on him for a similar task before – creating the message board background. After sending him this e-mail, we discussed the inventory background at most school lunch periods afterward as he sent me multiple drafts of it in-class via e-mail, and I sent him back the changes I felt were necessary to be made.

During Jonathan’s period of work on the inventory background, I did not simply idle. After the first day, it was apparent to me that the background would take a few days to complete, so I decided to create a logo for the game. Soon after finishing the logo, I received a near-finished inventory background from Jonathan. He had done much of the work, but was unsure of how to achieve the few remaining effects I desired, so he sent me the .psd file to attempt them myself.

Finally, I polished the inventory background image, as well as modified the new BNO logo to be used as a loading image/splash screen for the game, and incorporated it into BNO. At the end of Week 4, I reviewed Jonathan’s progress on the BNO website, and suggested changes, as well as petitioned him to use the new game logo in the site somehow.

Please remember that Jonathan and I were gone Thursday and Friday of Week 2, which somewhat hindered our progress.

Describe the steps you took to complete this task

- Began to think in-depth about scripting the inventory and realized that I could not begin until I had an inventory background.
- Thought through the process I needed to overtake to communicate the need for Jonathan to create an inventory background image, and to work through this creation process.
- Drafted the inventory background layout sample and sent it to Jonathan in an e-mail, along with details consisting of the desired look and feel of the background.
- Throughout Weeks 2 and 3, received e-mails from Jonathan containing drafts of the background with fixes that I sent back of the previous draft.
- In the duration of e-mailing Jonathan during Weeks 2 and 3, developed the BNO logo.
- Received the editable inventory background from Jonathan and tweaked it to its final and current state at

the beginning of Week 4.

- Added to the BNO logo and created a loading splash screen for the game using it mid-Week 4.
- Reviewed Jonathan's progress on the BNO website at the end of Week 4, and sent him a list of changes and additions I would like made to it, as well as asking him to incorporate the new game logo and suggesting ways to do so.

Describe the skills you used (including software) you used to complete it.

I used analyzation and problem solving skills to begin working out the code in my head, and to realize and overcome the issue of needing an inventory background image. Photoshop and basic graphic editing skills were used to create the game logo, loading splash screen, and to tweak the inventory background into its finalized form. I used e-mail/e-communication to work through the process of creating the inventory background image with Jonathan, as well as to critique the game's website that he has been working on.

Were there any problems or work-arounds you had to create in order to complete your task? (explain).

Quite apparently, yes. I could not and have not yet completed the planned task for these past three weeks because of the issue in needing an inventory background, but plan to continue where I left off during Week 5. Also, the shortening of Week 2 by my absence Thursday and Friday was unanticipated when I wrote the Project Timeline. Each of these issues has put me quite a bit behind schedule; I now only expect to be able to finish the content of Weeks 2, 3, and perhaps possibly 4 before the end of Week 6.

Is there anything about your job or your role in the group that needs explanation or is a problem?

(If you have a problem with a member, remember to phrase your thought politely. Words like conflict, misunderstanding, working-through, lack of, needs to ... etc., help prevent bad feelings, but can also help get a problem resolved.)

No, there remains to be no problems up to this point.

What is the next thing you need to work on?

Implementation and scripting of the inventory screen and inventory items. There is nothing further hindering my ability to begin this task, so I will begin work ASAP.

What have you noticed about your abilities to self-organize your work and being part of a team? Write down how your insight change from week to week.

It seems to me that I remain well-able to self-organize my work. I believe that I am doing well in communicating my needs and requests thoroughly to my teammate, and that he is telling and requesting of me what he needs to as well.

Anything else you'd like to include that is not addressed above.

If you did not already know, I have a web domain name and site (<http://www.decidel.net>; homepage is and has been down), which is what Jonathan uses to host many of his website tests. If you would like him to provide examples of his work, you might talk to him about getting a recent file on there and providing you a link to it.

**A NON-EXAMPLE
JOURNAL RESPONSE**

Name _____

Date _____

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What specific task(s) were you to complete this week?

I did what I was asked to do last week. I made a logo.

Did you complete it? If not, explain why

No. It was a lame design and I started over.

Describe the steps you took to complete this task

I just used Photoshop and then printed it.

Describe the skills you used (including software) you used to complete it.

I drew it and colored it in Photoshop.

Were there any problems or work-arounds you had to create in order to complete your task? (explain).

Nope. It was easy.

Is there anything about your job or your role in the group that needs explanation or is a problem?

(If you have a problem with a member, remember to phrase your thought politely. Words like conflict, misunderstanding, working-through, lack of, needs to ... etc., help prevent bad feelings, but can also help get a problem resolved.)

Yeah, but two of the other members are jerks and don't let me get my work done, so it's not my fault.

What is the next thing you need to work on?

I'm not sure. I think I'm supposed to work on a logo. But it's not a problem. I can do it in an hour.

What have you noticed about your abilities to self-organize your work and being part of a team? Write down how your insight change from week to week.

I'm good, I talk and stuff.

Anything else you'd like to include that is not addressed above.

Uh no. I think it's going pretty well