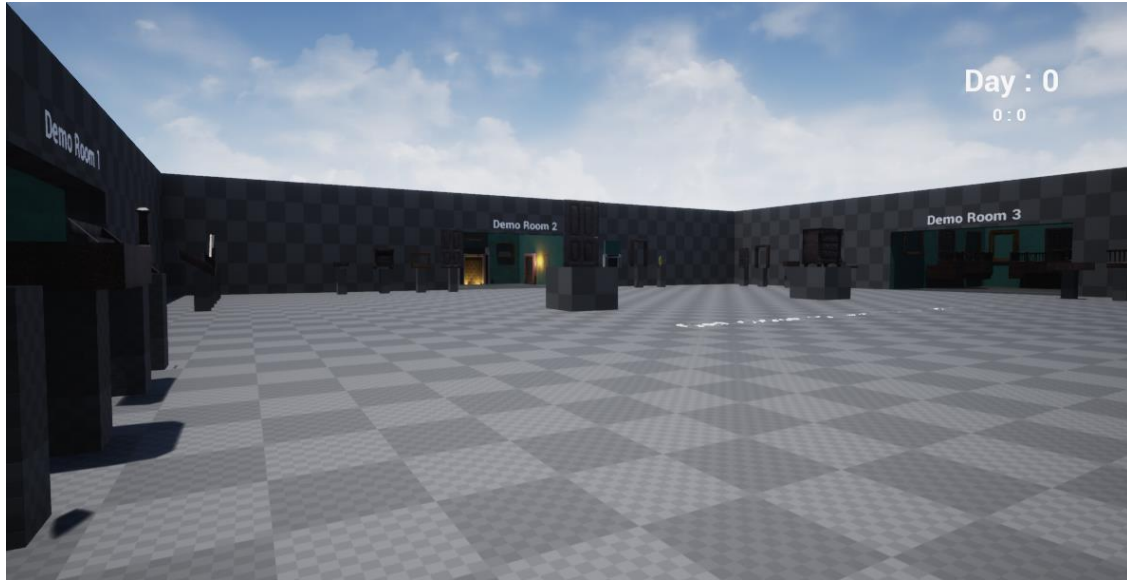


Task Name	Date Start	Date Complete	Est. Hrs.	Act. Hrs.
Proof of concept - Art (Shadow Ridge).	10/14/19	10/14/19	3	3
Proof of concept - Tech (Shadow Ridge).	10/14/19	10/14/19	2	2
Resume building.	10/15/19	10/24/19	1	2
Interview with the executive sponsor.	10/15/19	10/15/19	1	1
Tier list.	10/15/19	10/15/19	1	2
Drafting team members with Creative Director.	10/17/19	10/17/19	1	1
1 st Team meeting – Introductions	10/17/19	10/17/19	2	2
Team contract.	10/20/19	10/24/19	2	3
ClickUp setup.	10/21/19	10/22/19	2	3
Slack check-in bot setup.	10/21/19	10/21/19	0.5	0.5
2 nd Team meeting – Sprint 1.	10/22/19	10/22/19	1.5	2
Design 2 starter levels.	10/24/19	10/24/19	2	3
Meeting with Creative Director part 1.	10/25/19	10/25/19	1	2
3 rd Team meeting – Sprint 2.	10/29/19	10/29/19	1.5	2
Terraform 1 medium & 1 large level.	11/02/19	11/02/19	2	3
Product Backlog.	11/05/19	11/06/19	2	2
Click-up restructures for ease of use for other users.	11/05/19	11/05/19	1	1
4 th Team meeting – Sprint 3.	11/05/19	11/05/19	1.5	1
Physics Materials Research & Development.	11/12/19	11/12/19	2	2
Organizing a “Game Jam”- Part 1.	11/13/19	11/13/19	0.5	0.5
Refining & smoothing terraforming for VS level	11/13/19	11/13/19	2	3
5 th Team meeting (Discord) – Sprint 4	11/14/19	11/14/19	1.5	1.5
Implementing SFX – Part 1	11/14/19	11/14/19	1	1.5
Painting textures to large level terrain – Part 2.	11/15/19	11/15/19	1	1.5
Proof-reading & fixing writing styles for GDD.	11/18/19	11/18/19	1	1
Decorating vertical slice level with foliage - Part 1.	11/18/19	11/19/19	4	4
Extensive play space testing for vertical slice level.	11/19/19	11/19/19	1	1.5
Downloading & refining Royalty-free SFXs.	11/19/19	11/19/19	2	1.5
Design caves for passive & aggressive fauna.	11/20/19	11/20/19	2	2.5
Decorating vertical slice level with foliage – Part 2.	11/20/19	11/21/19	4	5
Inserting materials around level & playtesting.	11/21/19	11/21/19	1	2
Meeting executive producer for ASG feedback.	11/21/19	11/21/19	1	1.5
Decorating vertical slice level with foliage – Part 3.	11/21/19	11/21/19	1.5	2
6 th Team meeting – Sprint 5.	11/21/19	11/21/19	1	1
Proof-reading & fixing writing styles for ASG.	11/21/19	11/22/19	1	1
Correspondance with Sound Engineer.	11/25/19	11/25/19	0.5	0.5
Meeting w/ Creative Director – Part 4.	11/25/19	11/25/19	1	1.5
Providing direct feedback to Sound Engineer.	11/26/19	11/29/19	3	3.5
Analog Game.	11/26/19	11/29/19	3	4
7 th Team meeting (Leaders & Discord) – Sprint 6.	11/30/19	11/30/19	1	1.5
QA Testing – Finding bugs Part 1.	11/30/19	11/30/19	2	2
Painting textures to level terrain. – Part 2.	12/01/19	12/01/19	1	1
Organizing a “game jam” – Part 2.	12/03/19	12/05/19	0.5	0.5
Final Sprint Rush!	12/06/19	12/09/19	8	12
Totals		53	73.5	91.5

Proof of concept – Art (Shadow Ridge) – 3 Hours

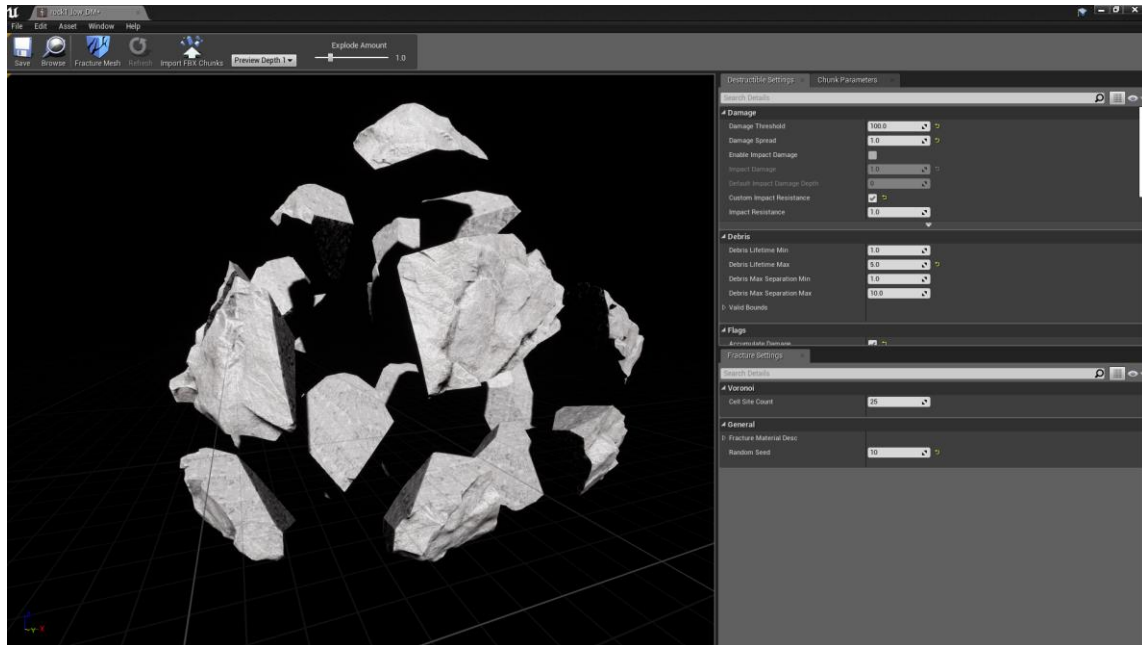
Designed an art gallery showcase for the modular assets for *Shadow Ridge*, with multiple demo rooms.



Shadow Ridge Art Gallery.

Proof of concept – Tech (Shadow Ridge) – 2 Hours

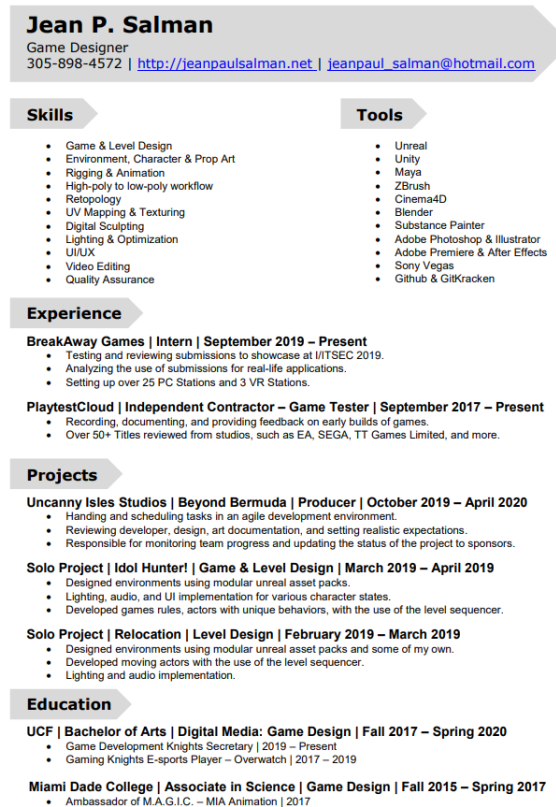
Experimented & applied destructible meshes in *ShadowRidge* using the *APEX Destruction* plugin



APEX Destruction, destroying a rock.

Resume building – 2 Hours

Put together a resume in an attempt to apply for the position of Producer for the project, Beyond Bermuda.



My submitted resume.

Interview with the executive sponsor – 1 Hour

Attend an interview for the position of Producer for the project, Beyond Bermuda, with a resume.

Tier list – 2 Hours

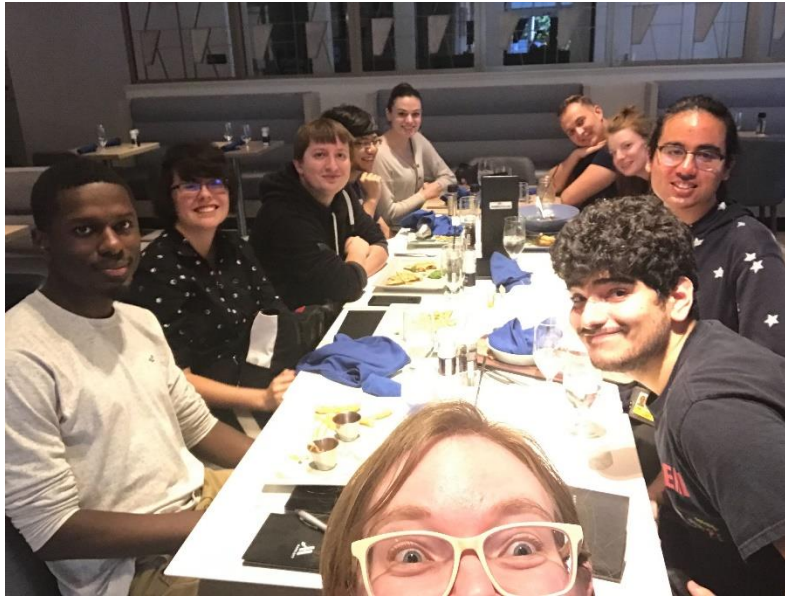
A personalized list of all probable candidates for future collaborations based on their branding pitch, word of mouth, and previous work experience.

Drafting team members with Creative Director – 2 Hours

Put together a personal tier list of all possible candidates for the project, Beyond Bermuda, using their branding pitch, as well as from previous work experience.

1st Team meeting – Introductions – 2 Hour

Gathered the group together with the creative director to a restaurant to introduce themselves, discuss their specialties to their peers, and their goals for the project.



Uncanny Isles's 1st meeting

Team contract– 3 Hours

Put together alongside with the creative director, the contract for Uncanny Isle Studios's project: Beyond Bermuda & gathering everyone's signatures.

Uncanny Isles Studios
Beyond Bermuda

Pre-Production Contract
10/24/2019 3:57 PM

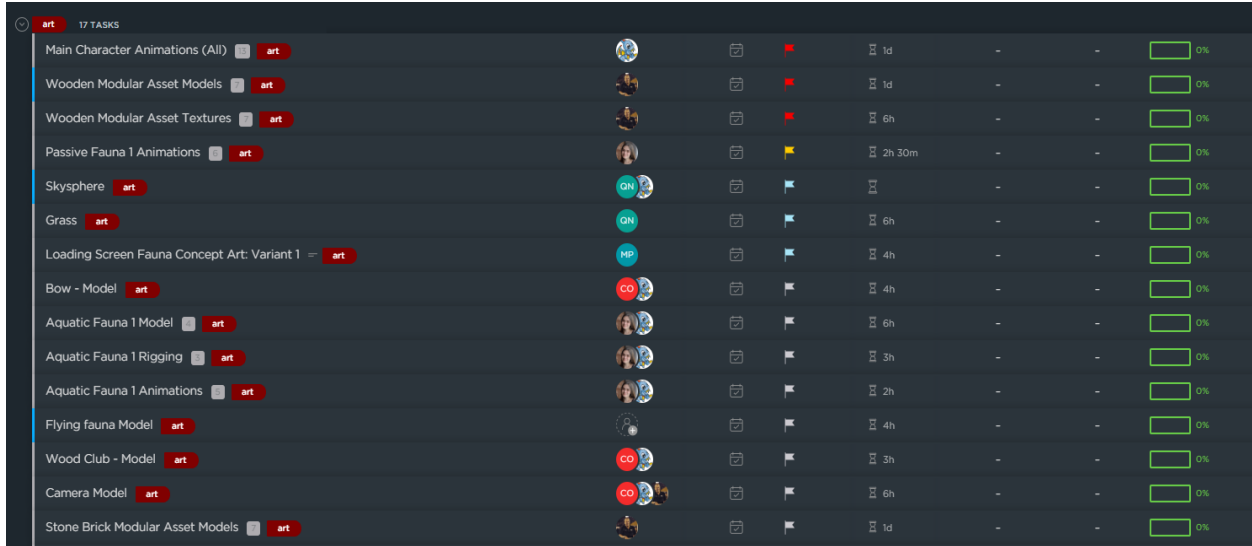
By signing this page, each member agrees to ownership of all relevant associated responsibilities for the role(s) listed and that all team processes and expectations constitute the minimum interaction level for maintaining an active status on the team. This contract's effectiveness extends from the formation of the teams on 10/24/19 through the presentation of the Vertical Slice milestone on 12/10/19. All future endeavors embarked on by members of the team beyond that are contingent upon future articulation of responsibilities and ownership.

First Name	Last Name	Role	Signature	Date
Jean	Salman	Producer Designer		10/24/19
Nabil	Sekirime	Creative Director Programmer		10/24/19
Cameron	Ogbourne	Character Artist Organic Artist		10/24/19
Emily	Liberaski	Character Artist Organic Artist		10/24/19
Jessica	Withers	Gameplay Programmer		10/24/19
Jeffrey	Yungmann	Art Lead Hard Surface Artist Organic Artist		10/24/19
Meagan	Philbin	Hard Surface Artist Concept Artist		10/24/19
Mitchel	Chanthasone	Character Artist		10/24/19
Quan	Nghitrn	Technical Artist Technical Designer		10/24/19
Sunny	Mallard	Design Lead Concept Artist		10/24/19
Thomas	Pring	Tech Lead AI Programmer		10/24/19

Uncanny Isles's contract with signatures

ClickUp setup – 3 Hours

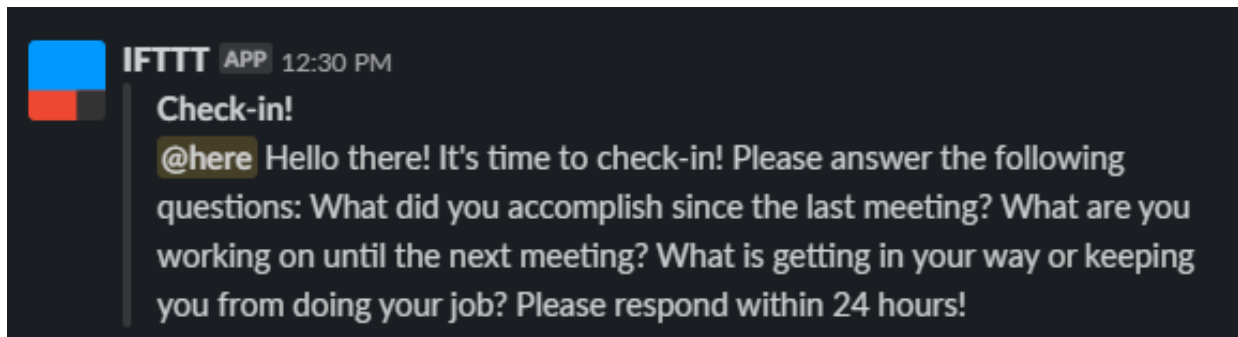
Learning how to use ClickUp’s user interface and setting up with different sprints and a few backlog tasks.



ClickUp backlog.

Slack check-in bot setup – 0.5 Hours

Found and setup an open-source slack bot that notifies all members at 12:30 PM every day to check in their progress on their assigned tasks.



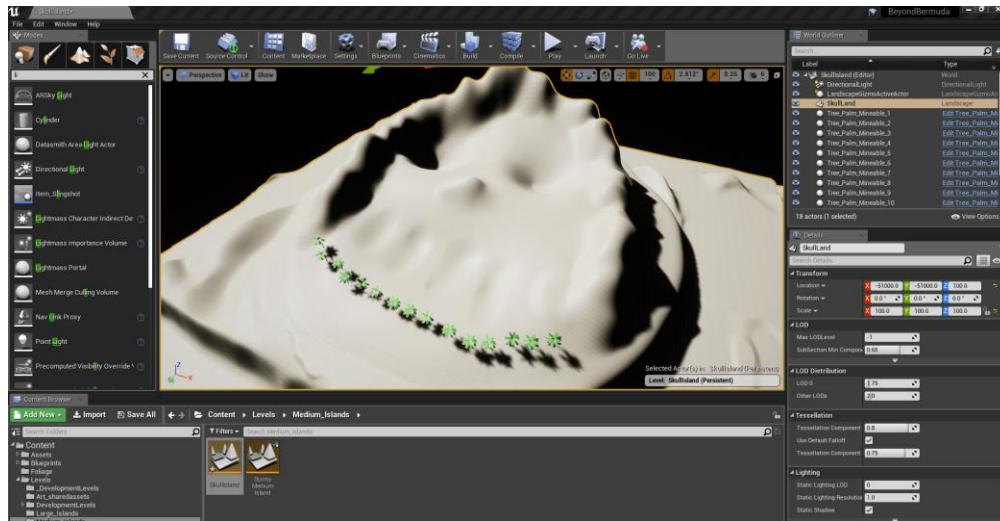
Slack bot check-in

2nd Team meeting – Sprint 1 – 2 Hours

Met with the team to distribute, and assign tasks for sprint 1, based on their specialties.

Design 2 starter levels – 3 Hours

Started sketching and terraforming concepts for possible starter Levels.



A skull Island concept

Meeting with Creative Director part 1 – 2 Hours

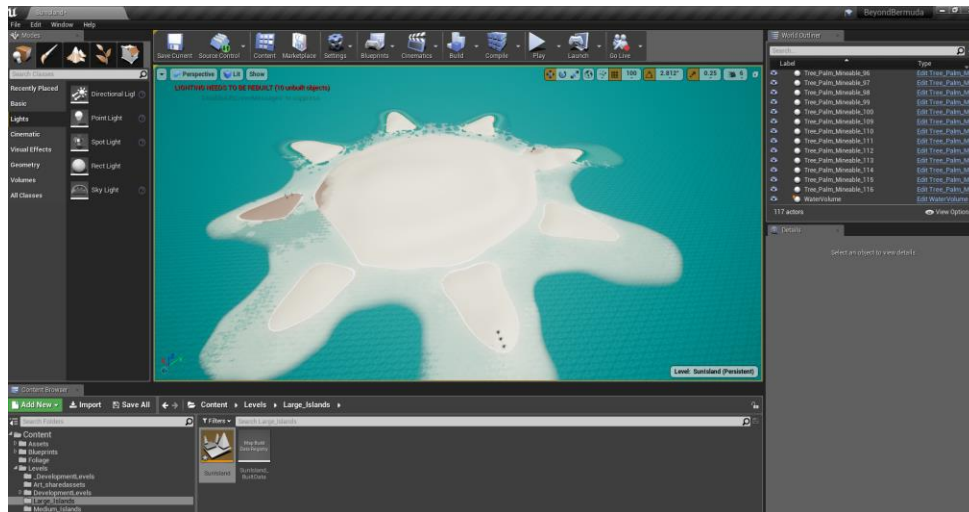
Discussed with the creative director ways to communicate better with the team, create guidelines and a way to access and understand ClickUp easily

3rd Team meeting – Sprint 2. – 3 Hours

Met with the team to distribute and assign tasks for sprint 2, as well as to finish any tasks leftover from sprint 1.

Terraforming a large level. – 3 Hours

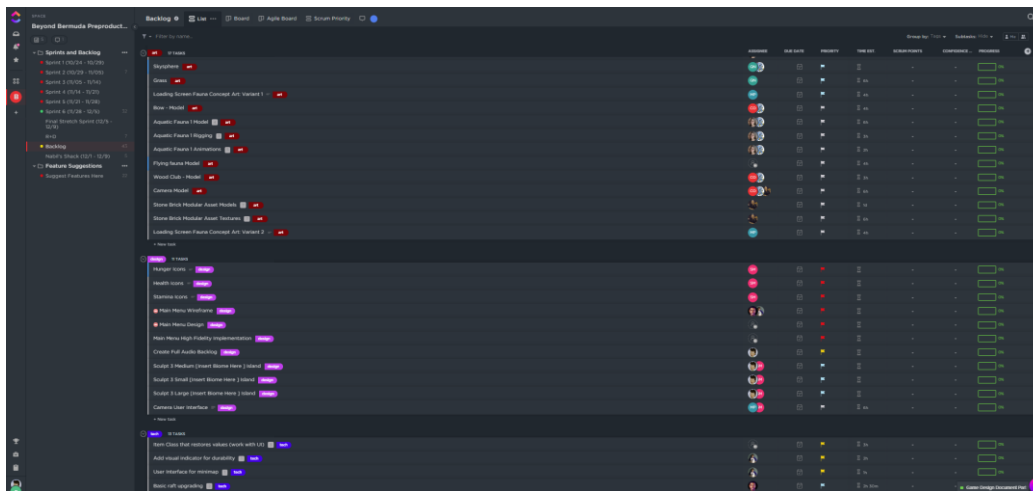
Exploring many concepts for large levels, including shape-based levels



Large terraformed land concept

Product Backlog – 2 Hours

Got together with the creative director in putting together a product backlog.



Extensive backlog for future use

Click-up restructures for ease of use for other users – 1 Hour

Added more tags and reached out to team members who were not updating their tasks.

4th Team meeting – Sprint 3 – 1 Hour

Met with the team to distribute and assign tasks for sprint 3, as well as to finish any tasks leftover from sprint 2.

Physics Materials Research & Development – 2 Hours

Studied and experimented with physics materials and Animation Notify components in Unreal. Applied physics materials to terrain tools.



Animation Notifications for footsteps

Organizing a “Game Jam”- Part 1 – 0.5 Hours

Organized, alongside with the creative director, on a game jam style day where the team spends most of the day on getting as many tasks done as possible.

Refining & smoothing terraforming for vertical slice level – 3 Hours

Smoothing the lands for one of the vertical slice levels, to add more “natural” feel of things



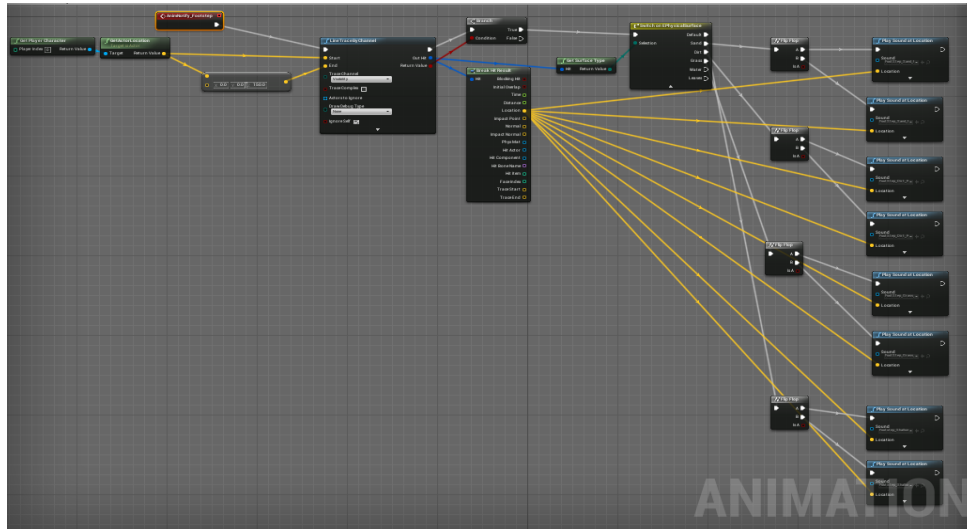
Smooth lands

5th Team meeting (Discord) – Sprint 4 – 1.5 Hours

Group called the team using discord, to distribute, and assign tasks for sprint 4, and to finish any leftover tasks from sprint 3.

Implementing SFX – Part 1 – 1.5 Hours

Applied different sound effects when the character walks on a different type of surfaces by assigning animNotifys and physics materials.



Animation Blueprints, which has the gameplay a sound depending on where the player character walks.

Painting textures to level terrain – Part 1 – 1.5 Hours

Applied textures to the landscape of one of the vertical slice levels, using sand, dirt & grass.



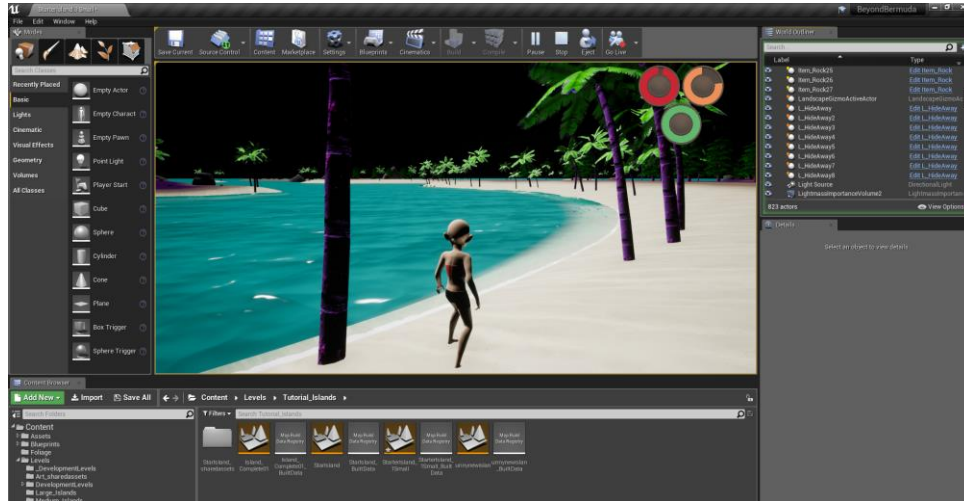
Applied texture terrains to the vertical slice level

Proof-reading & fixing writing styles for GDD – 1 Hour

Adjusted the game design document to fit the technical writing standards.

Decorating level with foliage - Part 1 – 4 Hours

Inserting assets made by the art department to the game's world to populate the player's space.



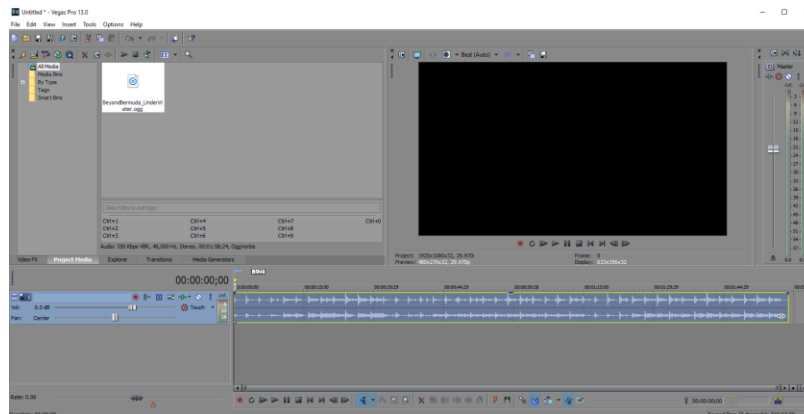
Tropical lands

Extensive play space testing for vertical slice level – 1.5 Hours

Playing around the play space to see if the player can navigate around the lands, and if not, revisit the area by adding more land space.

Downloading & refining Royalty-free SFXs – 1.5 Hours

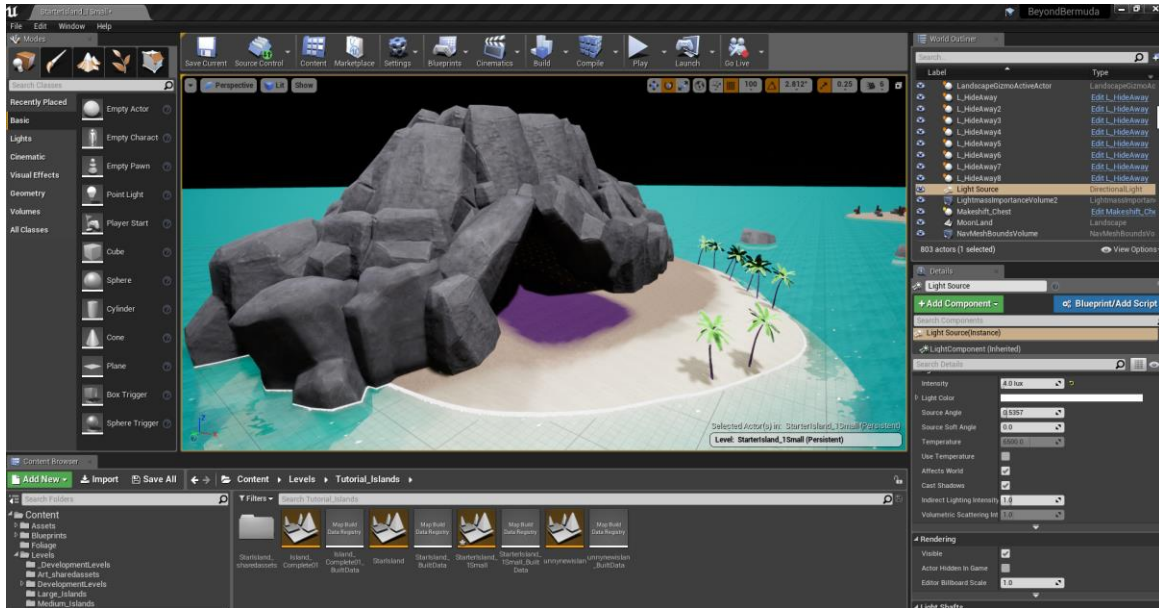
Downloaded many footstep SFXs & refining the audio files to match the player character's footsteps.



Audio editing using Sony Vegas

Design caves for passive & aggressive fauna – 2.5 Hours

Constructed small and large caverns around the level where fauna spawn.



Hostile fauna cavern. Dangers await.

Decorating vertical slice level with foliage – Part 2 – 5 Hours

Using the art department's assets, populated the play space a bit further with rocks & other resources.

Inserting materials around level & playtesting – 1.5 Hours

Inserting raw materials to interact with the game space. If reached a road-block, made some slight adjustments by placing more materials.

Meeting executive producer for ASG feedback – 1.5 Hours

Meet the executive producer for feedback on the art style guide document, alongside the art lead, technical designer, and the creative Director.

Decorating vertical slice level with foliage – Part 3 – 2 Hours

More population, vegetation, and final refinements for one of the vertical slice levels.

6th Team meeting – Sprint 5 – 1 Hour

Met with the team to distribute and assign tasks for sprint 5, as well as to finish any tasks leftover from sprint 4.

Proof-reading & fixing writing styles for ASG – 1 Hour

Adjusted the art style guide document to fit the technical writing standards.

Correspondance with Sound Engineer – 0.5 Hour

Reach out to a sound designer to volunteer their work for our project.

Meeting w/ Creative Director – Part 4

Meeting with the Creative Director about the current progress of the project, music direction ideas, and figure out how to solve current roadblocks.

Providing direct feedback to Sound Engineer – 3.5 Hours

Call with the Sound Engineer through Discord, providing direction, references, documentation, and feedback from other designers as we find tunes that match the game’s vision.

Analog Game – 4 Hours

Worked alongside three other members of Uncanny Isles on producing an analog version of the project, Beyond Bermuda, to refine possible ideas for the digital version of the project. Worked on establishing game rules and a few game pieces.



Riley as an analog game piece.

7th Team meeting (Leaders & Discord) – Sprint 6 – 1.5 Hours

Group called the team leaders using discord, to distribute, and assign tasks for sprint 6 and to catch up with previous sprint 5 tasks.

QA Testing – Finding bugs Part 1 – 2 Hours

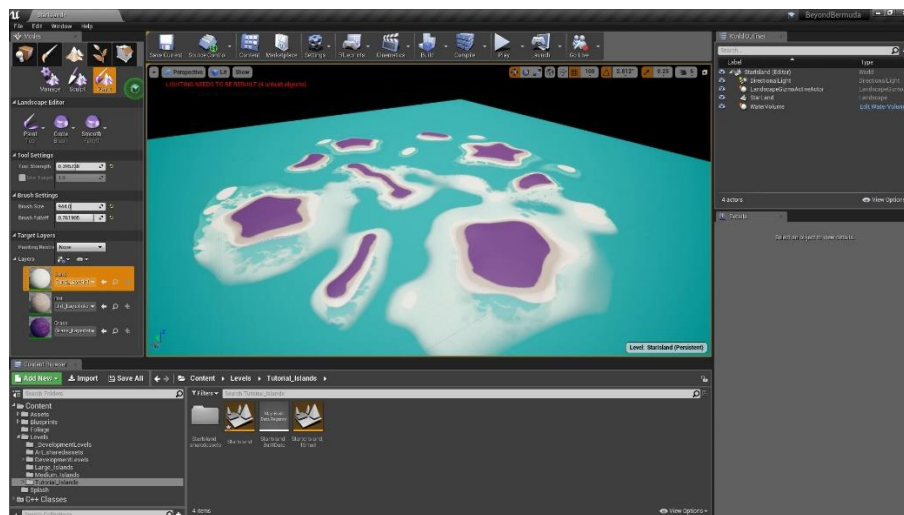
Attempt to find any game-breaking bugs with the current build, to notify the tech department before the vertical slice is due.



Bug: Riley can sometimes not enter the swimming state, thus allowing her to walk under the ocean.

Painting textures to a level terrain – Part 2 – 1 Hour

Painting & smoothing the terrain for another level.



Painted terrain: Sand, Dirt & Grass

Organizing a “game jam” - Part 2 – 0.5 Hours

Organized, alongside with the creative director, on a game jam style day where the team spends most of the day on getting as many tasks done as possible.

Final Sprint Rush! – 12 Hours

Worked Alongside everyone in the development team to catch up and refine the project in the art, tech, and design areas. Recorded, edited, and implemented sound effects to the project for user feedback.



Title Screen