

## **WEEK 1**

### **Friday, May 15, 2020 – 2 Hours**

Today, I am starting this work report to log my progress throughout my summer internship.

While we are in quarantine due to the COVID-19 outbreak, most (if not all) of this work will be done from home. Today, at 1:00PM, I had a Zoom video call with Dr. Waltman, who wanted to touch base with all the interns. We will be having check-in calls at 1PM on Mondays, Wednesdays, and Fridays throughout the summer. I will be making appropriate arrangements with the managers at my part-time job to accommodate the required 360 total hours of meaningful work (40 hours/week) for this internship. I went to the location of my part-time job to meet with my managers. We sat down and discussed the best course of action for me to clear my work schedule enough in order to have sufficient time to focus on my internship workload. I filled out an availability sheet for the next nine weeks.

### **Monday, May 18, 2020 – 4 Hours**

There was no online meeting due to technical difficulties, so at 1:00PM, I read the course syllabus in order to familiarize myself with its contents and make certain that I understood what was required of me throughout the upcoming nine weeks. I also began my research, watching the first episodes of *The Office* and *Parks and Rec*, which I believe is to prep the interns on the layout and purpose of pilot episodes in television sitcoms. I also watched the examples of *The Campus* that Dr. Waltman had sent us, which is funny because I was on the production team for the pilot episode when I took Dr. Waltman's Advanced Video Production course in Fall 2019. Suffice to say, I was well-acquainted with the ins and outs of the pilot episode and why certain

decisions were made during its production. Though, it is worth noting that I had never watched the second or third episodes of *The Campus*. I proceeded to watch each of the animated logo samples that Dr. Waltman had sent us, and capped off the research by watching *Locomotive*, *It Plays Like Love*, and *The Empty House*, remembering to take breaks in-between each film to help absorb the content more.

### **Tuesday, May 19, 2020 – 4 Hours**

I continued my research at around 8:00AM, beginning with watching the various videos Dr. Waltman had sent us from the *Criterion Collection* YouTube channel, and I explored some of the other videos that the channel had published (as per Dr. Waltman's recommendation). Finally, I jumped into what I felt would be my favorite aspect of my research: the gaming videos and articles. I familiarized myself with the content of the links, and called it a day, satisfied with the work I had completed.

### **Wednesday, May 20, 2020 – 6 Hours**

At 1:00PM, Dr. Waltman held a Zoom meeting, and addressed those of us in the call who had already finished digesting our research material. He directed us to continue looking into the research topics, even if it included watching more episodes of *The Office* or *Parks and Rec*. The point of the research, however, isn't to just sit and watch sitcoms and videos, but to become acquainted with various tasks that he could have us perform throughout the next nine weeks; he wants us to get familiarized with the sense of design the projects he has in mind are aiming for. It was here that he mentioned the syllabus and the Adobe Creative Cloud, and I had realized that I

had not yet read the syllabus or acquired Adobe Premiere or Adobe Photoshop on my laptop. I, thankfully, was not alone, and Dr. Waltman pointed us in the direction of the IUP IT Help Desk. After the call had ended, I read through the syllabus and edited some previous paragraphs that I had written in the work log to match the format of the example used in the syllabus. I also put in a ticket with the IT Help Desk and had them walk me through the process of obtaining free access to the Adobe Creative Cloud through the university. At this point, Dr. Waltman had emailed us a second set of research materials to go through, so I went through all of them while waiting for Adobe Premiere and Adobe Photoshop to install on my laptop.

#### **Thursday, May 21, 2020 – 8 Hours**

I had the day off work, so I sat at my desk at 8:00AM and pored through more articles and videos tangential to the videos Dr. Waltman had us watch for. I spent most of this time focusing my research efforts on *The Office* and gaming. I took frequent breaks to maintain focus.

#### **Friday, May 22, 2020 – 6 Hours**

At 1:00PM, we had our Zoom check-in call as planned, but the end of the call was a tad unexpected. Dr. Waltman kept me on the call after dismissing the other interns and informed me that he is in the process of developing a video game. Because of my apparent affinity for games and our shared interest in games like *Final Fantasy*, *Metal Gear Solid*, *The Legend of Zelda*, and so on, he wants me to assist in this endeavor as part of my internship. He is debating on using Kickstarter, a popular crowdfunding website, as a means of funding the game, and wants to sell it on Steam, a popular client used for playing and purchasing games on the PC. He wants me to

look around on Kickstarter to find small-name success stories and how they successfully funded and launched their projects. Dr. Waltman also wanted me to investigate rewards for people who invested in a successful Kickstarter campaign. I will be researching YouTube personalities that cover indie games and compiling as much information on them as I can. He might ask me to manipulate assets and beta-test the game later in the development process. Dr. Waltman shared details about the game with me while I took notes. After the call, I compiled my notes and started looking into YouTube channels such as *Get Indie Gaming* and successful Kickstarter campaigns like *Shovel Knight*, *Undertale*, and *Bloodstained: Ritual of the Night*. I also began taking notes on various aspects of my research.

#### **Saturday, May 23, 2020 – 4 Hours**

Work exhausted me, so I began my research in the evening. The only new material that I looked at was a website/game that Dr. Waltman had emailed me a link to earlier in the day while I was at my part-time job. The link was to the website for a game titled *Tunic*. I watched the trailer, and I thought it looked fun and cute, so I also added it to my Steam Wishlist, though I made a mental note that it is also being released for the Xbox One. I signed up for the site's email newsletter, and went back to re-watch some research material, this time taking notes.

#### **Sunday, May 24, 2020 – 6 Hours**

I finished combing through the research materials with a fine-tooth comb and compiled my notes from the research. Dr. Waltman had sent me a video to watch, so I gave it a look. It detailed five

crowdfunded indie games to anticipate sometime within the next year. I made a few notes as to which of these games looked interesting but decided to check all of them out.

## **WEEK 2**

### **Monday, May 25, 2020 – 1 Hour**

I did not have much time to work on this day because I had work at my part-time job all day. I attended the Zoom meeting and received the spreadsheets that I would need for my workload this week. They included a list of gaming news websites, a list of gaming YouTubers, and a list of gaming/entertainment events. I skimmed over them a bit before leaving for work.

### **Wednesday, May 27, 2020 – 11 Hours**

Today was one of my busiest workdays thus far. I first started the day by looking over the spreadsheets. As usual, there was a Zoom call at 1:00PM. Dr. Waltman kept me on after the call ended to go over my responsibilities for the week in private. I took notes and began work once the call ended. I started off looking over the spreadsheets he had sent me and started testing the links to see if they worked. If the links did not work, I would fix them. Even if they did work, I would try to optimize them to ensure that they would work for anybody who opened the links. I would also skim and browse the contents of each website, event, and YouTube channel. As far as websites and YouTubers go, I would read a few articles or watch a few videos from each channel to get a good profile of the channel or site. I marked certain websites and channels based on how relevant they would be to this project. In the case of the events spreadsheet, I highlighted event

links that were dead or expired if the new link could not be found. I combined all of the spreadsheets into one Excel workbook.

#### **Thursday, May 28, 2020 – 12 Hours**

I spent the last couple of days that I had off from work wisely: much of my Thursday was just as busy as Wednesday. I added four more spreadsheets to the workbook and further optimized it. I studied the contents of everything that went into the spreadsheet to make it more comprehensive, concise, and tidy for Dr. Waltman. Thankfully, lists and video games are two of my specialties.

#### **Friday, May 29, 2020 – 6 Hours**

I had my usual Zoom call with Dr. Waltman and gave him an update on my progress with the spreadsheets. He seemed content with them and asked that I also look into RPG Maker communities. This opened up a whole new world of possibilities for filling out the spreadsheets. I continued my research regarding subreddits, video game hosts, and who supports Kickstarter projects. Unable to find anything on the latter two and weighing the relevance of video game hosts in the modern era, I decided to scrap the two spreadsheets. Though, I was able to work one miracle and find RPG Maker subreddits that we could keep an eye on.

#### **Sunday, May 31, 2020 – 10 Hours**

I spent a good chunk of my day after work browsing and researching successful Kickstarter games, building up information on a list I had constructed on Thursday. I found loads of useful information on thirty-five games that were funded through Kickstarter and added that

information to the spreadsheet. Dr. Waltman had sent me a few more links to look at, so I gave them a thorough scanning.

### **WEEK 3**

#### **Monday, June 1, 2020 – 8 Hours**

We had our normal Zoom meeting today. Today, Dr. Waltman discussed sending me assets from the game to manipulate. In order to accomplish this, he told me to become acquainted with the “puppet warp” tool on Photoshop. Photoshop is not exactly my forte, so I had to familiarize myself with the program a bit more, and I spent a few hours playing around with the puppet warp tool and a few photos that I had on-hand.

#### **Tuesday, June 2, 2020 – 8 Hours**

Dr. Waltman had sent me links to early cuts of a trailer for the game, which provided me with a good idea of the art-style, characters, atmosphere, and even the title of the game. I took notes on the trailers and continued building the spreadsheets.

#### **Wednesday, June 3, 2020 – 8 Hours**

At today’s Zoom meeting, Dr. Waltman and I discussed “Reddit Etiquette”. I was instructed to investigate how we should go about posting on Reddit to promote the game without coming off as pushy. I browsed some of the subreddits I included on the worksheets and studied the posting format of users in said subreddits. Afterwards, I did more research for the spreadsheets.

**Thursday, June 4, 2020 – 8 Hours**

I continued my work for the spreadsheets and played around with the puppet warp tool a bit more.

**Friday, June 5, 2020 – 8 Hours**

I checked my email and found a message from Dr. Waltman. He had detailed the requirements for the completion of the internship. My first assignment, the research, was completed. I was currently working on projects #2 and #3, which were the spreadsheets and the Puppet Warp Tool. I still had projects #4 and #5 ahead of me, which were Beta-testing the game and a Press Kit/spreading the word. I had my Zoom meeting with Dr. Waltman. He mentioned scouring the Internet for gaming blogs and finding the Games For Change guestlist for the past five years. I added a section for that specifically to my spreadsheet and started getting to work.

**WEEK 4**

**Monday, June 8, 2020 – 8 Hours**

I had an email waiting for me from Dr. Waltman. It had a list of websites, YouTube channels, podcasts, and industry contacts. I organized them and added them to the spreadsheets accordingly. If they were a website or YouTube channel, I watched some of their videos or read a few articles to get a feel for their content and audience.

**Tuesday, June 9, 2020 – 8 Hours**



Today was weird. The day of the Zoom meetings was changed to Tuesdays and Thursdays, so there was no Zoom meeting the day before. At today's Zoom meeting, Dr. Waltman informed me that he would be sending me assets from the game to play around with and manipulate using the Puppet Warp tool in Photoshop. Sure enough, I received the assets a few hours later and got to work with the experiments.

**Wednesday, June 10, 2020 – 8 Hours**

Today, I worked on the spreadsheets and spent more time in Photoshop. I struggled a bit but worked through the issues I faced. I watched some videos from the YouTuber who made the indie hit "The First Tree".

**Thursday, June 11, 2020 – 8 Hours**

I had an email waiting for me from Dr. Waltman when I woke up. He had wanted me to add something else to the spreadsheet, which I obliged. We had the Zoom meeting, and for once, I was completely caught up on everything. I kept searching for more to add to the spreadsheet.

**Friday, June 12, 2020 – 2 Hours**

I was hoping for an email from Dr. Waltman so that I would have more to do. In the meantime, I played around in Photoshop.

**Sunday, June 14, 2020 – 6 Hours**

I looked at the page for the game on Dr. Waltman's website that he had sent me. He had also sent me a bunch of links to add to the spreadsheet. I organized the links accordingly and input them into the spreadsheet.

## **WEEK 5**

### **Tuesday, June 16, 2020 – 4 Hours**

The Zoom meeting was today, and I was surprised that Dr. Waltman enlisted in the help of Joseph, another intern, to help with the spreadsheet. I looked over it to make certain the information was accurate and took a break to pack up some stuff since I am in the middle of moving. I received an email from Dr. Waltman to send Joseph the spreadsheet ASAP.

### **Wednesday, June 17, 2020 – 12 Hours**

I uploaded the spreadsheet to Google Sheets and sent Joseph and Dr. Waltman a link. Joseph had difficulty editing the sheet, so I granted him access as a collaborator. I played around with the assets and added to the spreadsheet.

### **Thursday, June 18, 2020 – 8 Hours**

Today, we had our Zoom meeting. Dr. Waltman had me provide an update on my subreddit etiquette research. I provided my findings and gave Dr. Waltman collaborator access to the spreadsheet. He asked us to watch two films on Amazon Prime. He also asked that we look into the concept of "Screenshot Saturdays". I continued playing around with Photoshop.

**Friday, June 19, 2020 – 8 Hours**

I looked over the spreadsheet and did some minor tweaks, optimizing, and major proofreading. I wanted to make the info as accurate as possible.

**Saturday, June 20, 2020 – 8 Hours**

Today, I watched both movies Dr. Waltman wanted us to watch, *Indie Game* and *Surviving Indie*. I even rented and watched the sequel to the former. Afterwards, I looked into Screenshot Saturdays.

**WEEK 6**

**Monday, June 22, 2020 – 8 Hours**

Today, I had an email waiting for me from Dr. Waltman. He wanted me to transcribe something he had sent me ASAP, and I did so. Afterwards, I updated the spreadsheet.

**Tuesday, June 23, 2020 – 8 Hours**

Today, I had the Zoom meeting with Dr. Waltman and Joseph. We discussed our findings for Screenshot Saturdays, and I was given the task of creating a .gif file of one of the characters walking. I was told to use the assets I was given earlier and the puppet warp tool from Photoshop to achieve this. I made some headway on this but was unable to complete it today due to the character not looking wiry or energetic enough.

**Wednesday, June 24, 2020 – 8 Hours**

Today, I worked on the .gif file. Dr. Waltman sent Joseph and I an updated trailer for the game, though I did not initially look at it.

**Thursday, June 25, 2020 – 2 Hours**

We had our Zoom meeting today and discussed beta testing. Dr. Waltman also sent us a tentative design for his game's Kickstarter campaign. I looked over it.

**Friday, June 26, 2020 – 0 Hours**

Dr. Waltman sent over an email regarding updates for everyone in his internship program. This included current and future assignments.

**Saturday, June 27, 2020 – 7 Hours**

I had continued working in Photoshop to no avail.

**Sunday, June 28, 2020 – 7 Hours**

I compiled notes from Dr. Waltman's Kickstarter page, picking over it with a fine-tooth comb. I compiled a set of notes for that, the trailer, and any possible rewards he could offer to people who sent significant amounts of money to his Kickstarter.

**WEEK 7**

**Monday, June 29, 2020 – 8 Hours**

Dr. Waltman sent us Version 1.1 of the beta for Weatherworn. I played it several times while timing each of my playthroughs and taking notes.

**Tuesday, June 30, 2020 – 8 Hours**

We had our meeting via Zoom today, as usual. We discussed our observations, notes, and concerns with the beta, trailer, Kickstarter page, and so on. He assigned me to gauge interest for the game from peoples' Steam wishlists, which tells me which people might be interested in buying the game based on their gaming wishlists. He later sent Joseph and I an updated trailer and v1.2 of the game's beta. I watched the updated trailer, played the game, timed each playthrough, and took notes.

**Wednesday, July 1, 2020 – 8 Hours**

I continued to mess around with the Photoshop .gif. Dr. Waltman sent us an updated trailer based on critiques. In an email correspondence, Joseph and I provided further feedback.

**Thursday, July 2, 2020 – 8 Hours**

The email correspondence carried over into today. We received v1.4 of the beta. I didn't get far before finding myself stuck, but he shortly after sent us v1.5, which allowed me to get further into the game than I ever had before.

**Friday, July 3, 2020 – 8 Hours**

I received an email containing a link to v1.6 of the beta. The update allowed me to get even further than v1.5. I played through the beta multiple times.

## **WEEK 8**

### **Monday, July 6, 2020 – 8 Hours**

Today, Dr. Waltman sent Joseph and I a link to beta v1.9. At some point over the previous weekend, he had also sent us v1.7 and v1.8. I played through all three of them, taking times and notes on each one. In every single one, I found myself soft locked into the summer section of the game, like in versions 1.1-1.4.

### **Tuesday, July 7, 2020 – 8 Hours**

Today, we had our meeting. I voiced my concerns about the summer soft locking. He assured me he would work on it. Meanwhile, he told Joseph and I to register for this year's Games For Change and look into the schedule, splitting up our workloads evenly. He later sent us v1.10, which has a debug mode of sorts. I played through that and started cracking on my research.

### **Wednesday, July 8, 2020 – 8 Hours**

Today, I did some more research and checked my email. Dr. Waltman sent v1.11 of the beta, so I downloaded and played that.

### **Thursday, July 9, 2020 – 8 Hours**

Today at the Zoom meeting, Dr. Waltman talked with Joseph and I about the beta, Games For Change, and the idea of looking into t-shirt companies that can sell Weatherworn shirts. He also told us to look for .gif creators so that we can stop using Photoshop. He also told me to check out a video that was posted on YouTube by Easy Allies. They covered a trailer for the game that he had sent them. Instantly, this sent some recognition our way. I watched the video, sent Dr. Waltman my beta notes, input my findings on Games For Change to the spreadsheets, looked into .gif makers, and researched t-shirt companies.

### **Sunday, July 12, 2020 – 8 Hours**

Today, I spent a few hours filling out the spreadsheet a bit more and trying to get more work done on the .gif file. We were all busy, preparing for Games For Change. That would be the first big push for the Kickstarter. Dr. Waltman emailed me and told me to mark certain email addresses that he had found were no longer active. I went through his list and marked several email addresses as “NULL”. The originally planned meeting that was to happen the next day was rescheduled to Wednesday.

## **WEEK 9**

### **Tuesday, July 14, 2020 – 10 Hours**

Today was the first day of Games For Change. I watched the presentations and events, taking notes the entire time. Afterwards, I checked my email and saw a link from Dr. Waltman. The Kickstarter page was live. I immediately went through the spreadsheet and sent an email to every listed email. I also posted the link on my social media accounts.

**Wednesday, July 15, 2020 – 10 Hours**

Today, I woke up and immediately began watching more of the Games For Change conference, taking a break around 1PM for the meeting. Dr. Waltman agreed to create a Steam page for the game at my recommendation and provided updates and concerns on the current state of the crowdfunding efforts. After the meeting, I provided more emails for the spreadsheet, emailed those addresses, and continued reaching out to people regarding the crowdfunding campaign.

**Thursday, July 16, 2020 – 10 Hours**

I watched the final events for Games For Change and sent messages to whomever didn't have their email listed on the spreadsheet.

**Friday, July 17, 2020 – 10 Hours**

Today was the day of the final meeting. At the meeting, we had a short debriefing of sorts. Dr. Waltman informed us that he would be sending us one final copy of the beta, just to see if he could beat the problem he's been facing in which the cutscenes freeze. I downloaded and played the beta. Afterwards, I reposted the Kickstarter link on my social media accounts. Finally, I made some final adjustments to the spreadsheet.