## Weekly Activity Log Week 1 – Preliminary Work

### 09/09/2013 – 15/09/2013

#### Overview

* Project application was accepted ‘Create a game for the Oculus Rift’
* Initial meeting with project supervisor 15.00-15.20 on 09/09/2013 @ CI-128
* Discussion of project structure
* Outline of basic goals and tasks
* Deadlines set

#### Initial Thoughts

* Simple game
* Perhaps puzzle
* 0% awarded for non-programming tasks
* Realistic scope and ambition
* Emphasis on programming rather than using tools and editors
* Avoid time spent on asset creation
* Reference all sources of external libraries and assets
* Refer to journals etc.
* Begin looking at relevant books
* Begin to formulate initial ideas
* Project proposal == game design document
* Initial idea by Monday 23rd September 2013
* Begin activity logs
* Gantt chart?
* Work on report as work commences as easier than looking back
* Deadlines:
  + 23/09/2013 – Ideas emailed to Marco
  + 03/10/2013 – Project proposal document (Game Design Doc)
  + 31/10/2013 – Interim Report
  + 13/03/2014 – Draft Report
  + 10/04/2014 – Final Report
  + Summer 2014 – Presentation
* Weekly Log:
  + Record everything
  + Meetings
  + Work
  + Research
  + Academia
  + Programming