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# Project Plan

Every monday we will meet with our group to discuss phases of the project and our approach to implementing features.

# Weekly Activity Summaries

## Week 1:

Overall discussion of the project and its requirements. We outlined a broad idea and plan of how we are going to tackle each week of the project along with which features of the spec for each week .

Week one mostly consisted of research of the game “Highway Pursuit”.Figuring out how the game actually played, its rules , the objective and how the game could be remade in Unity.

## Week 2:

Discussed with group which asset packages could help that were discovered from research in week 1.

Imported a track editor and build a basic track and environment.

# Collaboration

## Action Items

|  |  |  |  |
| --- | --- | --- | --- |
| Action items | Owner(s) | Deadline | Status |
| Start programming game. | Aaron Curry,  Jack Dalton,  Jake Comiskey,  Sebastian Kruzel | 26th February | Ongoing |
| Import Assets | Jack Dalton,  Aaron Curry,  Sebastian Kruzel | 29 January | Complete |
|  |  |  |  |

## Week 1:

The collaboration for week 1 mainly consisted of research of the game Highway Pursuit. I played the game with teammates watching and also playing it for themselves. As we played we recorded and discussed the games mechanics, features and rules of the game and how all these factors had an impact on the overall player experience. We then went on to research how we could implement the same mechanics and features in Unity by looking at the asset store for some ideas, importing and testing.

## Week 2:

The collaboration for week 2 consisted of sharing ideas as a result of week 1. Myself, Jack and Sebastian shared useful resources we discovered from week 1 like road builders, environment assets and building techniques, also player car and AI car mechanics that could be useful.

We then started on using these resources to start building a scene and realised we could use the track editor in conjunction with the environment editor to make a level similar to 2

“Highway Pursuit” if not better due to the better detail, lighting and texture quality.

# Self-Evaluation

## Achievement and Progress

## Areas of Improvement

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