

Alexander Rodriguez

Unity Solo Game Project

Time accumulated: 18 hours

Date	Duration	Type	Description of completed work	Challenges and Next steps
8/28/24	2 hours	Other	Reviewed the syllabus and completed orientation quiz. Making a blank Unity Project	Find a supervisor
8/29/24	2 hours	Other	Emailed people who might agree to supervise my project. Making plans on how I want to create my Unity Project.	Keep finding possible supervisors, start creating something in Unity.
8/30/24	3 hours	Coding	I inserted a character in my Unity Project that the player can control. Made them have simple movements like running and jumping with the animations.	Some of the supervisors rejected, will focus on getting one later. Issue with the character going through walls.
8/31/2024	3 hours	Coding	Our player doesn't go through walls. Made it possible for the player to wall jump and slide on the wall with animations.	There is a gravity issue where the player tips over when they leap from high places. Player gets stuck on the wall while wall jumping which ruins momentum.
9/1/2024	3 hours	Coding, documentation	The player's gravity is fixed and no longer tips over. Also no longer gets stuck on the wall when wall jumping. I added attack animations to the player but does not do anything yet. Made notes in my	Still no supervisor. Will try to make the player movement more dynamic.

			code to make sure I don't forget some important things.	
9/2/2024	3 hours	Coding, Other	Added the ability to dodge for the player. Took the intake survey	Will make a draft for my resume to submit, make more progress in the project.
9/3/2024	2 hours	Coding, Other	Made sure that the camera follows the player when they move. Submit the resume and time table for the week.	I will make more progress in the Unity project and maybe add some enemies in the game.

Reflection: This is my first time making a 2D Unity game project on my own and it does have its advantages and disadvantages. I have total freedom on how I want my project to be made and make something that I truly want to create with the limited time I have. I can always keep track of all the changes I made in my project easily. However, doing this project on my own is challenging since I am responsible for everything in my project. It can take a long time to get something I want done since I am still new to creating this type of project alone. There have been many bugs I have encountered but I did fix any I found along the way so far. It is easy to take my time and work on my project since there isn't much work to be done during the 1st week of my other classes. However, this is only going to get difficult the more the semester progresses since of all the work I need to do in both my project and my other CISC classes. I want to pace myself and focus mainly on my project in the beginning of the semester before work start piling up in my other classes. This way I can have a nice head start in my project and able to take some breaks in my weeks whenever I have other work I need to complete. I still need a supervisor which is worrying since I don't have much control in that. Already some people declined so I need to find others to ask later. Either way, I am ready for this challenge and will continue to work hard on my project through the semester.