

Alexander Rodriguez

Unity Solo Game Project – Week 3 - 4

Time accumulated: [Week 3: 19 Hours] [Week 4 : 15 Hours]

Date	Duration	Type	Description of completed work	Challenges and Next steps
9/16/2024	2 hours	Design	I made basic platforms and built half of the tutorial level. Will make this my level 1 instead of a tutorial level but will be basic and teach the player the controls.	Continue building the 1 st level of my game.
9/17/24	3 hours	Coding, Design	Built most of the 1 st stage. Now I am creating more enemies in my games to create more dynamic gameplay.	Create more enemies and polish some parts of the stage.
9/18/24	4 hours	Coding, Design	I made two different enemy types, the goblin and the Skeleton. Also added a new ability for the skeleton where he can shield attacks when the player gets close and launch players off his shield if they are close.	Create another enemy type and focus more on gameplay features on my 1 st level.
9/19/2024	3 hours	Coding, design	Added a bat enemy that flies around the stage and will chase when it sees the player. Noticed some bugs with some of the gameplay when the hits sometimes don't register. Adjusted the amount of health the player has since	Design my level a bit more and add extra mechanics in my level.

			you can get attack a lot.	
9/20/2024	2 hours	Coding, design	Taking a break on some of the level design planning and created a different scene to show the world map of my game. You can walk around the map and pick which stage you want to go to. Added music to the World Map area.	Continue more on my level 1 and add mechanics
9/21/2024	3 hours	Coding, Design	Made a scoring system in my game to add more reason to play the stages multiple times. Player gets points from defeating enemies and will show the amount you have on screen.	Will make more ways to gain points in my game.
9/22/2024	2 hours	Other	Made a github for my game and made a project management page to help keep track on my progress and to do lists.	Will keep working on my game and will find a supervisor for my game soon.
9/23/2024	3 hours	Coding, Design	I made a coin as collectables that can be found on the stage. These will increase the score you have and will help guide the player to where they need to go in my levels. Also created a high score system that will appear at the end of the levels.	Will work on more ways to gain points in my game.
9/24/2024	2 hours	Coding, Discussion	I made some tweaks with the sounds in the game. I also found a supervisor and we discussed	I have to update the specs file in my repository.

			on how we will work together.	
9/25/2024	0 hour	Break	Decided to focus on homework in my other classes	Will update my specs tomorrow.
9/26/2024	2 hours	Documentation	I updated my specs explaining the concept of the game, the purpose of the document. Also included controls of the game and how to play.	Will work on what programming language I want to use for my project and why I want to use it. A homework assignment my supervisor gave me.
9/27/2024	2 hours	Planning, documents	I decided that I will mainly use C# for all my coding in Unity. Also provided some changes in documentation within the code and add comments.	Will work on making a game over screen for my game.
9/28/2024	3 hours	Coding, Other	Worked on getting a Game Over screen in my game and making the player go back to the world map.	I will make a demo video for my project and how the progress is going.
9/29/2024	2 hours	Coding, Other	I made a demo of my repository and project management for my game. Tweaked and fixed some bugs in my game.	Work on polishing the game a little more and start planning the 2 nd level of my game.

Reflection: I have done pretty much everything I wanted to complete in the first of month of my solo unity game project. I also have a suitable supervisor who can help me with the process of better documentation, better organization of my repositories and give me advice on what I should do to make my game work better. It was a lot of work but I'm happy that I made some great process this month. Next month I will be working on more levels for my game and try to add more mechanics to make my game more dynamic. I got advice that I should make powerups in my game so that is something that I want to do in the future.