

Designated Survivor: dev log email week 1

The first week went sort of smoothly. We got most of the ideas for the story finished and some models done. I finished all 8 models, they are unique and different from each other. I made the Suttling Robin, Gypsy Sprinter, The Maroon Runner, The Dream Chaser, Atlantis Fox, Ragdoll Jury, The Druid, and finally The Glass house. I thought of gameplay ideas, those are in the football journal. I made a reserve tank. Next week I will work on kaboom animations, and tracks. I want to work on programming by the 18th.

Ideas for Tracks:

- * Vines in sky with clouds
- * Ravine
- * Under bridge
- * on highway
- * In city
- * on mountain range
- * the slums of the city/ruined city.
- * Desert and pyramids
- * Futuristic dimension

(I also want to think of cups and cup order, and stats for racers(and stories))

Designated Survivor: dev log email week 2-3

So, as you can see, I skipped a week. And let me tell you, future me, these last two weeks were difficult. To start off I got the sketches of the courses and the cups down but I didn't design them. On the bright side I have 20 tracks and 4 cups. I also tried to start programming but I miserably failed. There was an issue with button mapping and it was really annoying. Then to top it all off, most of my work was futile because we will have to switch the game to 2d.

Through the realization that it would be really difficult to make an fps game and a racing game in 3d and in 6 weeks. We had to make it 2d. Again there is a bright side because we can use most of the models as references to make the 2d models and we can still use them to animate.

I did a few things to help forward the progress of the game, and that was to make the sprites, track ideas, and music and sound ideas. I made top down sprites of each of the 8 racers and I put them in a 32 bit style and they look good. The track ideas are listed at the bottom. My music ideas are centered around 80's and 70's rock: songs like "Sweet Child O'Mine", "Panama", "Separate Ways(Worlds Apart)", ect.

The track ideas are:

Spee cup

1. Spee City
2. Sacred Island
3. Dark Ravine
4. Green Mountain
5. Spee City II

Space cup

1. Sector π
2. Space Armada
3. Heavenly Sky
4. Sector ψ
5. Sky Station

Barim cup

1. Purple Jungle
2. Thunder Head
3. Bioluminescent Lake
4. Toxic Waves
5. Deadly Silence

Birnado cup

1. Frigid Land
2. Coliseum
3. The Devil Hand
4. Memories
5. Deadly Inferno

Next week I need to do a few things. I need to redesign the racers, I need to draw a few maps to race on, I need to program the cars. If I get around to it I can work on the music, and idea crafting.

Designated Survivor: dev log email week 4

Hello me, I am back again. I was originally going to write this yesterday but then I got busy and forgot. I am a bit disappointed by my work last week, but I ended up getting a lot done yesterday and today. To start I have made the racing for each of the 2d and 3d. I still need to iron out the mechanics, and I need to add more tricks, but for the most part it is done. There are still a few glitches and I need to figure out how to make a menu, but I can make the other cars now. I have a lot to do and with the deadline coming soon, I have to cut some things. I am still deciding on those. I will tell you next week what I decided on.

The things I need though are:

1. Energy mechanic
2. Healing
3. better and smoother driving(especially for the 3d)
4. the rest of the models translated
5. drifting mechanic

Also I have a few video dev logs of the games here: ([Bare in mind, I do have a new channel](#))

<https://www.youtube.com/watch?v=P6foRvsiV38>

<https://www.youtube.com/watch?v=4Cu7MDQNEcQ>

Designated Survivor: dev log email week 5-6

I am back for one last time, because the game project is over. I skipped week five because I was really disappointed that the only thing I got done was switching my car to a rigidbody.

Basically I was translating the object which made it a little unrealistic, so I changed my program to move the rigidbody which made it a bit realistic. Other than that week 5 was really slow.

Week 6 was a really weird week, because it was what I thought was my second to last week, so I made plans as if I had two weeks, and not one. The week started on monday, with me getting sick. Tuesday I got distracted during my class, and I wasn't able to work on anything.

Wednesday I tried to learn collision with no avail. Thursday I got sidetracked with an animated countdown, ironically I ended up cutting it because I failed to edit it. Finally, Friday is the day that I learned that my teacher wanted to grade our games on monday. I had three days, and I had a car and nothing else.

As you can see I was in a bit of a predicament. But I made a plan. here was the plan:

I have 3 days to finish a game. As you can tell I am making this doc to make final plans. What do I need, well do I have a lot.

To start here are the things I need:

1. **Health Bar**
2. **Boost Power**
3. **Finish/Starting line**
4. **Ui to choose cars**
5. **Menu**
6. ***A Complete Cup***
7. ***Basic Sounds***
8. **Countdown**

Here are some stuff I would like to do but I don't need:

1. Racing against CPU's
2. Multiplayer
3. Shop
4. **Reserve tanks**
5. Online Lan play
6. **More complex tracks**
7. ***Music***
8. ***Title screen***
9. Game modes
10. Credit screen

I have 18 things to work on and some are necessary and others are unnecessary. I have 72 hours. I am doing a few things this weekend, so doing the math I have roughly 56 hours available.

(This was in a doc, and the orange was the things I finished)

In the three days, I made a health bar that kills you if you reach 0, Boost power takes HP and makes you faster, the Finish line tracks your laps and I made a function that prevents cheese (I will go in depth later), the menu and car ui navigates you to the game, you have three tracks to race on, there is music and sound, a title, and a countdown before the start of the race.

During a test I noticed you could go back and forth over the finish line to increase the lap count. This isn't good for a racing game because you wouldn't have to race on the track to have a good time. To solve this problem I made checkpoints. When a player passes the checkpoints it sets the variable to 1. When every checkpoint is set to 1, you are able to cross the finish line and get a lap counted. then all of the checkpoints are set to zero.

I made a few cuts to the characters and stages. Due to time constraints I was unable to make many tracks. I made "City Track" based on "Spee City 1", "Grass Track" based on "Green Mountain", and "Magma Track" based on "Devils inferno". I wasn't able to bring every single character into the game, so I chose my favorites, "scuttling Robin", "The Druid", "Glass Houses", "Gypsy Runner".

Why I like the characters:

Scuttling robin - The "Captain Falcon" of the Game, it was also the first model.

The Druid - I am writing and planning a huge series with druids and it is a reference to that. It is also my favorite Model

Glass Houses - He was the last model. The model was based off Night Thunder which is my second favorite car in F-Zero X, and its name "Glass Houses" is the name of my favorite album "Glass Houses" by Billy Joel".

Gypsy Runner - It was the original model for the Maroon Runner and I just like it.

The whole weekend was just me sitting at my computer, learning and using that to make a game. I would say it was a really fun experience, and I 100% want to continue working on games. Reflecting on everything, I should have planned out better, and shouldn't have gone crazy. On the brightside I learn strategies for planning and getting stuff done. Also I made a program that I can reuse for many different types of games.