**Developer Diary**

**By**

**Brendan Toolan G00350190**

**November 18th**

On this day I began the development of the game document I was given. I first began by creating the Main Menu and 1st level scene. I then added a script for the menu so that when the start button is pressed the player is brought to the first level of the game. I created a basic layout for the game by creating a track using a 3d object in unity. I then added a mock player to the scene when I added a jump functionality to it as well as some left and right movements. At first I had a few problems with the movement, but managed to fix it but realised that I would need to look at the gravity aspect of the players jump more.

**November 19th**

First thing I did on this day was try to get the camera and player to move forward on the z axis by itself. I tried doing this with the use of Circuits and waypoints. However this for some reason did not work for me as the camera did not follow the route I had set up on the track. I then instead went to changing the layout of level 1 and then added back the temporary player to the game.

**November 20th**

I have made more progress then I had done the previous two days after some research I did online, I managed to get the camera to move along the track, then generated the tiles for the track in the game. Also with this I created some obstacles for the game and was able to generate them so they would appear randomly on the track for the game. I also today slighty adjusted the position and rotation of the camera in unity.

**November 21st**

I worked more on generating more obstacles to appear on the track for the game. I had a small issue where the two obstacles would overlap each other on the same time in the game, but this was easily fixed. I then tried to get one of these obstacles to move by itself but was having trouble doing this.