

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	14/10/2019 TO 18/10/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

I created a small sample project that created a building based on the size you put into the inspector, this also changes the roof types depending on the size of the building e.g if its a 1x1 the building will have a pointed roof.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Look into Perlin noise and some possible terrain generation.
2	Testing Splines Generation
3	
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Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	18/10/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	21/10/2019 TO 25/10/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Had a look at creating splines for use in the road generation but as of right now I do not have a road mesh along them yet as I was getting errors with the generation code,so this is very important to get working right now.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Generate Meshes along the spline
2	Expand the road (Possible Click to add points)
3	
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Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	25/10/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	28/10/2019 TO 01/11/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Splines Generation worked but after I received feedback on them we decided to change it so now I have road objects and now I use scripting and instantiating to allow for the road to be laid out in the pattern you want.
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Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Change the Generation from splines to a more object focused approach
2	Have it work with multiple different sized objects.
3	Simple tree generation on some of the blocks.
4	
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Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	01/11/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	04/11/2019 TO 08/11/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required
Since the Previous meeting I have created a method for filling in a block of outlining roads and then on this area to generate different game objects.

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Research some more procedural techniques
2	After finding L-Systems, I used this method to create a prototype of a simple tree.
3	Continued with the road system and got some housing being created on it.
4	Starting the first stages of a system to draw lines
5	Testing with the L-System algorithm to add leaves to the trees.
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	08/11/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	11/11/2019 TO 16/11/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required
As the previous version of the road builder had you manually put in a value for where you wanted the turn. I am trying to change it so when you are placing point a road is drawn along the line. I have the Objects instantiating when you drag

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Fix Pivot Point on the road object.
2	Fix Rotation of the road when you drag.
3	Fix Position of the curves *
4	Test ways to use curve prefabs along the curves
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	16/11/2019

Additional notes:

Think about how to save the roads when they are created.

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	18/11/2019 TO 22/11/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Since the previous meeting I had encountered a problem on the road builder so I decided to go back to improving on my L-system algorithm for vegetation creation I created my own ruleset for a basic tree structure. Next I will be looking at possibly adding some leaves to the ends of the branches.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Revisit my method for road building to create a closer to tile based road creation where the type of road is changed based on the angle.
2	Possibly add some leaves to the ends of the branches on the tree
3	Create videos for previous attempts at road creation.
4	Document previous attempts
5	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	22/11/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	25/11/2019 TO 28/11/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Since the previous meeting I could not complete some of the tasks from the previous week as we have been on a week long project, But I have got a basic tiling road created but the rotations are not in it yet.

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Fix the placing issue to the left of the road
2	Add Rotations to the road tiles.
3	Create videos for previous attempts at road creation.
4	Document previous attempts
5	
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Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	28/11/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	02/12/2019 TO 06/12/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Since the previous meeting I have fixed the placement of the roads now it is into checking the orientation and then deciding based on that the best road to add if another road is introduced, created two short clips on the previous attempts I have attempted for the road generation. Started work on the presentation.

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	finish the presentation
2	check more possibilities for the road creation and attempt to add in more.
3	Try to populate the road pieces along the line.
4	Look at adding in more roads at a wider range of angles.
5	
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Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	06/12/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	09/12/2019 TO 13/12/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

With the presentations completed, I will return to trying to implement the flood fill algorithm, this will allow me to start creating a more detailed road structure.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	FloodFill Implementation
2	Start into more documentation
3	Fix a few edge cases for the road creation
4	
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6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	13/12/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	06/12/2019 TO 10/12/2019
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Since the last meeting I have created a UI for the game that will allow you to choose the type of roads that you can use and also the name the track to whatever you want and then save it as a prefab. I added a level to the road tiles so you can go up and down in the Y to create a multi tier road system. I experimented with the flood fill algorithm to try to fill in the spaces on the road, which I got working with just small cubes but it has still yet to be implemented into the project itself.

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Populating the road tiles with other objects e.g Lamp posts, bins, benches
2	Create some 45 angle road tiles and implement them into the creation.
3	Save the files out to a specific folder.
4	Some Bug Fixing.
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	10/12/2019

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	13/01/2020 TO 17/01/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Since the last meeting I now have lamp posts populating alongside the road tiles.
 I have created a ground for the road so this will now fill the gaps between the tiles and make it look more full.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Look into adding more into the population along the road e.g electricity poles, houses.
2	Implement the floodfill to the main project to make it so you create objects in the area its set off in
3	look at altering the lamp prefab.
4	Some Bug Fixing/Cleaning up.
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	17/01/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	20/01/2020 TO 24/01/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Since the last meeting I now have trees and buildings generating around the map.

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Create the buildings along a road.
2	Spawn trees together
3	Look into building generator.
4	Create Fields?
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Mill</i>
Date	24/01/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	27/01/2020 TO 30/01/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Got the buildings spawning beside the houses correctly (Changes need when heights are off the ground).

Created a wave tile that is manipulating the mesh of the object to create a wave effect.

Spawning the water tiles around the map in a pattern

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Make changes to building generator
2	Fix river tile duplication
3	Building Creation
4	Make Tiles for the buildings
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	30/01/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	03/02/2020 TO 07/02/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Started with a basic room gen that creates a room of a 3x3 square. Fixed the generation for the rivers to only move around the tile space and if it moves out they are deleted.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Make changes to building generator
2	Make more detailed Tiles for the buildings
3	Building Creation
4	
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	07/02/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	10/02/2020 TO 14/02/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Created the generator for the house that creates the number of floors, the size and number of windows in the building. Created the tiles needed to make this visualise.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Create the roof for the house.
2	Create a character controller to allow you to move through the map.
3	Add in more wall types.
4	Integrate into the main part of the project.
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	14/02/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	17/02/2020 TO 21/02/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Added the houses into the map(have not been positioned right yet), added the controllable camera for the player to walk around (some bugs with collisions)

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Create the roof for the house.
2	Fix bugs from previous week
3	theme the houses depending on the type of tiles used
4	Improve the building generator
5	Have a look at generating grass
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	21/02/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	24/02/2020 TO 28/02/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Not much since last meeting, Fixed a few bugs here and there regarding the house generation and the moveable player on the ground.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Add in the doors to the correct floor
2	Fix bugs from previous week
3	Position the buildings in the correct place on the map when creating the road.
4	Finish off roof creation
5	Have a look at generating grass
6	add stairs inside the buildings for multiple levels.

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	28/02/2020

Additional notes:

Computer Games Development

CW208

Project Meeting Notes Year IV

Week Starting:	02/03/2020 TO 06/03/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Fixed a bug with the colliders of the buildings not registering with the other objects in the scene. I am now placing the buildings in the correct positions. Fixed sliding bug with player controlled character.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Finish off roof creation (Different Roof Types)
2	Have a look at generating grass Change Tree's to use the same algorithm. (https://www.gamasutra.com/view/feature/1648/random_scattering_creating_php)
3	Add stairs inside the buildings for multiple levels.
4	
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	06/03/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	09/03/2020 TO 13/03/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Had a look at the grass generator but realized after implementing a basic version it would not work so I decided to scrap it. I did this week start on another roof type, just a simple inclined roof, but more work needs to be done. Few UI changes and other various bug fixes.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Finish off roof creation (Different Roof Types)
2	Look into changing rock generator.
3	Look into another way to implement roofs as using prefabs if too rigid.
4	Ui Updates on the moveable camera
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	13/03/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	16/03/2020 TO 20/03/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Fixed the bug where items would not delete correctly, Added the rock generation into the world.

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Finish off roof creation (Different Roof Types)
2	Convert my tree generator so it can be used inside the editor
3	Add more UI elements.
4	Update Documents
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	20/03/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	23/03/2020 TO 27/03/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Added some more ui options like being able to dynamically set the number of environment objects in the map. Fixed some bugs to do with incorrect selection at the start.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Finish off roof creation (Different Roof Types)
2	Convert my tree generator so it can be used inside the editor
3	continue to add more UI elements.
4	
5	
6	

Supervisor Comments

	Student
Signature	<i>Brian O'Mill</i>
Date	27/03/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	30/03/2020 TO 03/04/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Added a new tool for selecting the area of generation for in game assets. Using a new method for generating positions for the assets using Poisson-disc sampling (However some bugs with this method are still present), With this I decided since you can see where you are placing them then having the UI options to dynamically change the amount of foliage on the map was unnecessary. Also I have now integrated the l-system to work with tree generation in my project.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Redo Building Generator
2	More styles of houses.
3	add Gardens.
4	
5	
6	

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	03/04/2020

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Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	06/04/2020 TO 10/04/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Completely remade the building generator from previous iterations.
 Made some adjustments to the disk sampling for points but there are still some bugs.
 Began the first iteration of the grass using meshes and randomness.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Add more roof styles
2	Adjust poisson disk sampling method
3	add extras into the garden.
4	Add extras to the outside of the house.
5	
6	

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	10/04/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	13/04/2020 TO 17/04/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Added and implemented more roofs into the project. Adjusted the disk sampling in the project to now work correctly. Placing extras around the house now implemented.
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Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Bug Fixes and code clean up.
2	Fix Issue with the roads where the correct roads are not being deleted when the correct condition is satisfied.
3	Make the roads automatically move over the water rather than the manual way it was.
4	
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Computer Games Development CW208 Project Meeting Notes Year IV

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Supervisor Comments

	Student
Signature	Brian O'Mill
Date	17/04/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	20/04/2020 TO 24/04/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required
Fixed the issues with the roads. The roads now move over the water. some other bug fixes in the building generation and the tree generation.

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Implement the grass generation.
2	Update the L-System to allow for the grass generation and to group them separately.
3	Updated Building generation again depending on the type of roads being used.
4	
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Mill</i>
Date	24/04/2020

Additional notes:

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	27/04/2020 TO 29/04/2020
Student Name:	Brian O'Neill

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required
Fixed Bugs. Added stats to the objects to give them some variance. updated lighting objects Made a Day / Night Button Added More options for the creation of objects

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Fix More bugs with the collisions.
2	Fixed problem with objects going outside the bounds
3	Commented some files
4	updated tiles for the bridges.
5	
6	

Computer Games Development CW208 Project Meeting Notes Year IV

Supervisor Comments

	Student
Signature	<i>Brian O'Neill</i>
Date	29/04/2020

Additional notes: