

ID737001: Game Development

Project: Game Development + Demo

Team Communication – Devon and Carlson

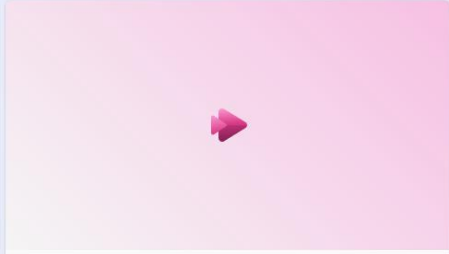
Much of our team communication was done in person during the Tuesday class or in Studio on Thursdays. As such we do not have a lot of messaging history.

Game Jam 1

Tuesday, 12 March

12/03 6:10 pm

Not fully done but getting so close with the colour changing in the game. Few more tweaks and it should be done 🥰, had to rewrite my custom shader but it means it will work for anything we make with tiles in the future



[2024.03.12]TileChangeToColor.mp4

12/03 6:18 pm

Will try get the review done ASAP for your feature as well

Jiajun Zhong (1000098140) 12/03 7:28 pm

JZ

Nice work !!

It's a successful MVP !

Thursday, 21 March

Jiajun Zhong (1000098140) 21/03 11:09 pm

JZ

Just finished with the fixes, feel free to do another review anytime. I will work on the mute button in a new branch, and we can find a better sound for the typewriter effect, i didnt like it either, but those are the easier free asset online hahaha. No rush at all. !! night mate.

Monday, 25 March

25/03 4:30 pm

Hey, sorry it took a bit for me to get to your review, ended up in Invercargill over the weekend.

Your review is all approved, will just need to merge to staging instead of main
My pull request is up now for review whenever you get a chance, no rush, can always get it done tomorrow during class, that way we could get staging setup to load the game from the titlescreen

Jiajun Zhong (1000098140) 25/03 4:31 pm

JZ

Thanks I will get it merged now, I will switch it to staging thanks for letting me know haha.

I will do your review now too, but might take me a while, unity has been loading very slowly lately..

25/03 4:32 pm

Yeah, ive had the same at home, no matter which project im loading

Tuesday, 26 March

26/03 2:24 pm

<https://blog.yarsalabs.com/parallax-effect-in-unity-2d/>

Friday, 5 April

Jiajun Zhong (1000098140) 5/04 1:00 pm

JZ

Hey mate, I have made the miniGame scene working, with a few issues that is player related which I will figure out later. Parallax working, Platform generation working.
Issue: player camera not fixed within the background, it moves up and show black screen.
I will fix it later after I finish setting up dialogue this afternoon/tonight.
I will let you know once its ready for review.

Game Jam 2

Tuesday, 4 June

4/06 11:55 am

Hey, with Grayson still away I'll be working from home for GameDev. Saves me a couple hours walking 😊

JZ

Jiajun Zhong (1000098140) 4/06 2:43 pm

Smart move !! Totally man !!

Tuesday, 18 June

18/06 1:15 pm

Hey man, I've just submitted my Game Dev stuff through to Grayson.

Since we are working on different levels for Game Jam 2 I figured we would write a separate game-doc each for this one. For the first Game Jam I kept the game-doc the same as the one on teams for both of us.

I also sent a playtesting document for my games so you just need to do 1 playtest for each Game Jam game yourself. Grayson is aware that we've split up this so we don't need to do 2 each for both games which should make it easier.

Good luck 😊

JZ

Jiajun Zhong (1000098140) 18/06 1:15 pm

Sounds good man.

Friday, 21 June