**GAME DEVELOPMENT (COMP3540 / COMP6540)**

**DEVELOPER DIARY ENTRY**

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| UID: | Name: Lingxiu Cai |
| Diary: *3* | Week: *10* |

*All word limits are maximums – do not exceed them. Only write what you need.*

**Work Log**

*Log the hours you worked and details of tasks you have completed. List one task per row and add rows as necessary. These are tasks that you personally completed, or your personal contribution to group tasks. Each task should have at least one piece of associated evidence (see Work Evidence). (No word limit, but be concise).*

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| **Task Description** | **Date/Time worked** |
| Personal work on game development (Figure 1, 2, 3)  Axe Clue feature implementation: During the player testing session last week, I got the feedback mentioned that the axe clue is confusing. Therefore, I designed and code the game feature centred around the Axe clue to help player better understand the clue. After some testing, the clue feature is refined and better integrates with the game. A roof is added to the game scene according to the player testing feedback last week. | 10/08~10/12  Every Night |
| Workshop team meeting (Figure 4)  Participated in the weekly workshop with the team. The primary focus was to align our objectives for the upcoming week, setting a clear direction and ensuring all members are on the same page. A significant decision made during this meeting was the unanimous agreement to finalize individual clues by the end of next week. This directive sets a clear pathway for the development milestones we intend to hit, ensuring timely progress and consistent quality across all game elements. | 10/12 11:00~13:00 |
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**Challenges/Questions**

*Identify and discuss any challenges or questions that you encountered in completing your tasks this week. (200 words maximum)*

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| During the Axe clue implementation, there were initial challenges related to interactive elements and their feedback mechanisms. Deciding how explicit the clue should be and how it would impact the player's experience was a topic of discussion and experimentation.  One of the most significant challenges this week was the heavy academic workload for other courses. Multiple assignments were due, which directly competed with the time allocated for game development tasks. Striking a balance between academic commitments and development work was taxing, which affected the number of tasks I did this week. To catch up with the original schedule, I need to spend more hours working on development tasks in the coming week.  During our team meeting, given the tight timeline, we resolved to first focus on our individual clues. After completing the majority of them by next week, we will regroup to decide on the best strategy for integrating them seamlessly into the game. This approach was necessary to ensure every clue was meticulously crafted before we embark on the integration phase. |

**Strategies/Learnings**

*Identify and discuss the strategies you used to solve challenges, answer questions, and what you learned. (200 words maximum)*

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| For the Axe clue implementation, instead of seeking a perfect solution right away, I adopted an iterative approach. By starting with a basic version and then refining it based on feedback and testing, the feature gradually evolved to a more refined state. This iterative method proved effective in navigating the uncertainties of how the clue would play out in gameplay.  Faced with a heavy academic workload, I had to rigorously prioritize tasks. I allocated specific blocks of time for game development, ensuring that even if the duration was short, the focus was undivided. This helped in making progress, even with limited hours.  The team meeting was a testament to the importance of collective decision-making. By discussing, weighing pros and cons, and aligning our tasks, we not only ensured everyone was on the same page but also fostered a sense of collective responsibility. It confirmed that when a team collaborates, the resulting solution is often more well-rounded.  One major takeaway was the significance of flexibility in game development. Plans and features might change or evolve, and adapting to these shifts is crucial. Another key learning was the value of clear communication. By ensuring everyone was aligned on their tasks, it eliminated potential overlaps or gaps in development, optimizing our team's efficiency. |

**Work Evidence**

*Demonstrate the work you have completed (sketches, links, code).* *Any evidence added here should be numbered and referenced in the Work Log table above. Each task should have at least one piece of evidence.*

**A diagram of a computer program

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Figure 1: Game feature design for Axe clue.

A knife with a piece of paper

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Figure 2: Implementation of the game feature design.

Screenshot of a video game

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Figure 3: Add a roof to the room according to the feedback.

A black text on a white background

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Figure 4: Tasks for next week.