**GAME DEVELOPMENT (COMP3540 / COMP6540)**

**DEVELOPER DIARY ENTRY**

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| UID: | Name: Lingxiu Cai |
| Diary: *2* | Week: *9* |

*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)  Designed the in-game clues, focusing specifically on two primary elements: the window and the axe. This involved conceptualizing how these clues would visually appear to the players and how they would fit into the narrative and mechanics of the game.  Developed code to integrate these clues within the game. This included the visual representation and the underlying logic that determines how players interact with these clues and the outcomes of these interactions. | 10/01~10/05  Every night |
| Player Testing (Figure 4)  Attend the player testing session in the workshop to gather feedback on the newly integrated clues and their corresponding mechanics. Collected feedback to understand any areas of confusion, potential improvements, and to ascertain the overall reception of these clues within the game's context.  Discussed the tasks for next week development according to the feedback we get from the player testings. | 10/05 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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| One significant challenge I encountered was in designing the clues for the window and the axe. Balancing their complexity proved to be a nuanced task. I wanted to create clues that were complex enough to offer players a meaningful challenge but not too complex that they'd become a source of frustration.  Integrating the clues into the game via code presented its own set of difficulties. Specifically, ensuring that the clues triggered the correct sequences and interactions without causing unexpected errors or behaviours was challenging. I constantly search for information and Unity functions to find approaches to present my puzzles and clues.  During the player testing phase, feedback was diverse. Different players had varied responses to the clues, with some finding them intuitive and others feeling they were somewhat ambiguous. The challenge for the game development is: How can we design a universally engaging experience without making huge change to the game's core design? |

**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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| Given the complexity of designing the clues, I adopted an iterative approach. By continuously refining the clues based on feedback, I was able to get closer to an optimal design that hit a balance between challenge and player enjoyment. For the coding issues, collaborating with peers proved valuable. By discussing the problem areas and cross-checking the code, we were able to identify and fix the underlying issues more efficiently.  Lastly, team discussions were organised to ensure that the clues fit organically within the game's narrative. Here, members brainstormed and discussed the optimal placement and progression of clues to maintain story completeness.  The most valuable learning from these strategies was the significance of flexibility in game development. Whether it's adapting to feedback, changing a design approach, or collaborating for solutions, being open to change ensures the creation of a more polished and engaging game experience. |

**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 close-up of a window

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**Figure 1: Open window clue design.**

A screenshot of a video game

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**Figure 2: Axe clue design.**

A screenshot of a computer

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**Figure 3: Gitlab project**

**A screenshot of a black screen

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**Figure 4: Player test feedback and assigned tasks.**