

UFCFHQ-45-3 Comprehensive Creative Technologies Project Progress Log							Connor Easterbrook THE UNIVERSITY OF THE WEST OF ENGLAND		18015101
Project Log Introduction									
Pre-production Estimate Timeline							Table Key		
Month	Task	Estimated Duration					Tag	Meaning	
October 2021	Write a project proposal to be submitted by 04/11/2021.	11 days (24/10/2021 - 04/11/2021).					N/A.	(Set Target) No set target for the week. (Progress Log) No progress made. (Personal Thoughts) Unrecorded.	
November 2021	Finish 'CCTP Pre-Production & Research Document',	20 days (24/10/2021 - 12/11/2021),					(A)	All week.	
	Create 'CCTP Production Document',	N/A							
	Develop one subproject* (artefact & documentation).	15 days (13/11/2021 - 28/11/2021).							
December 2021	Research documentation ready for submission by 16/12/2021.	N/A,					(C)	Achieved target.	
	Develop one subproject* (artefact & documentation),	15 days (01/12/2021 - 16/12/2021),							
	Create a roadmap for project development in 2022, including the previous work completed.	3 days (17/12/2021 - 20/12/2021).							
January 2022	Prototype demonstration as 2-min video ready for submission by 24/01/2021 (exact date tbd),	N/A,					(F)	Failed to achieve target.	
	Develop one subproject* (artefact & documentation).	15 days (01/01/2022 - 16/01/2022).							
February 2022	Develop one subproject* (artefact & documentation),	15 days (01/02/2022 - 16/02/2022).							
	Develop one subproject* (artefact & documentation).	15 days (17/02/2022 - 04/03/2022).							
March 2022	Write a project post-production document,	20 days (05/03/2022 - 25/03/2022),							
	Work on final hand-in.	N/A.							
April 2022	Artefact, final report, and final video to be completed for hand-in by 28/04/2022 via Blackboard and Github.	N/A.							
May 2022	Viva submission completed for hand-in by 16/05/2022 (exact date tbd).	N/A.							

UFCFHQ-45-3 Comprehensive Creative Technologies Project Progress Log			Connor Easterbrook THE UNIVERSITY OF THE WEST OF ENGLAND	18015101
Project Progress Log				
Date	Set Target	Progress Log	Personal Thoughts	
11/10/2021 - 17/10/2021	N/A.	'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' started. (A)	N/A.	
18/10/2021 - 24/10/2021	N/A.	'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' progress. (A)	N/A.	
25/10/2021 - 31/10/2022	Begin 'UFCFHQ-45-3 Comprehensive Creative Technology Project Proposal Document' to be submitted by 04/11/2021. (C)	Started and worked on 'UFCFHQ-45-3 Comprehensive Creative Technology Project Proposal Document.' (C)(A) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' progress. (A)	The project proposal should match the project's document theme and contain a fair combination of theoretical and practical research.	
01/11/2021 - 07/11/2021	Finish Project Proposal document and hand in early. (C) Finish 'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' by 07/11/2021 (F)	UFCFHQ-45-3 Comprehensive Creative Technology Project Proposal Document' submitted early. (C) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' progress. (A)	I believe I lacked enough research on game-development and coding. Besides that, I am happy with the outcome.	
08/11/2021 - 14/11/2021	Begin a subproject. (F)	N/A.	N/A.	
15/11/2021 - 21/11/2021	Create 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' (F)	UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' progress. (15/11/2021 & 17/11/2021)	N/A.	
22/11/2021 - 28/11/2021	Finish a subproject. (F)	UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' progress. (23/11/2021) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' progress. (26/11/2021 - 28/11/2021)	N/A.	
29/11/2021 - 05/12/2021	Begin 'UFCFHQ-45-3 Comprehensive Creative Technology Project Research Document' by 04/11/2021. (C) Begin 'Horror with portals' subproject by 05/12/2021. (C)	UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' completed. (30/11/2021) (F) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Research Document' started and worked on. (03/12/2021 - 05/12/2021) (C) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' Started. (05/12/2021) (F) Began the development of 'Horror with portals' subproject. (05/12/2021) (C) Created a subproject template for use in all subprojects. (05/12/2021) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (05/12/2021).	This proved to be a much longer document than initially planned but it now contains more than enough resources to comfortably support the project's development. (05/12/2021) Initial confusion in the writing of this document but I believe I am off to a good start. It has been productive to go over the possible ethical concerns for the project. It was deemed that there was no cause for concern on this issue. This document will probably be longer than the pre-production document but due to all the research already having been acquired, this document should develop at a smooth rate. The subproject was decided to be a combination of horror and non-Euclidean portals. Through the process of starting this subproject, it was found that I should establish a template that project's can build from in order to increase subproject development efficiency. This template should only feature the minimal features that each subproject will require, so there will be no level-design or specific scripts. Just a framework that leads to a quicker subproject start.	
06/12/2021 - 12/12/2021	Finish 'Horror with portals' subproject's development by 12/12/2021. (F)	UFCFHQ-45-3 Comprehensive Creative Technology Project Research Document' worked on. (06/12/2021 - 12/12/2021) 'Horror with portals' Hyperbolic subproject worked on. (06/12/2021) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Research Document' worked on and completed (06/12/2021 - 10/12/2021) (C) 'Horror with portals' Hyperbolic subproject worked on. (10/12/2021) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (06/12/2021 & 10/12/2021)	(06/12/2021) Choosing between what reading materials are immediately helpful, and which could be considered extended reading, has proven to be difficult but serves an important function. It will lower the list of options for reference when in a tough situation. Specifically developing the hyperbolic portals. These will be moved into the subproject template for all subprojects that utilise hyperbolic portals. (07/12/2021 - 09/12/2021) The writing within the document had to be trimmed down in order to achieve a concise point. (07/12/2021) Following the concise writing style, advised by the advisor, the 'Research findings' section was written out. (08/12/2021) Document finished in first draft version. (09/12/2021) There has been an issue with the portal rendering. I am unable to see the rendering through the player camera. I will have to work to fix this in the next session. (10/12/2021)	
13/12/2021 - 19/12/2021	UFCFHQ-45-3 Comprehensive Creative Technology Project Research Document' to be ready for submission by 16/12/2021. (C)	UFCFHQ-45-3 Comprehensive Creative Technology Project Research Document' submitted. (16/12/2021)	N/A.	
10/01/2022 - 16/01/2022	N/A.	Horror with Portals' Hyperbolic subproject worked on. (13/01/2022) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (13/01/2022)	It is believed that five subprojects can be completed as groundwork for the subproject that will be further developed, totalling to six. This is due to the portal work currently being one of the heavy support systems for non-Euclidean video game design, alongside spherical-geometry-based gameplay.	
17/01/2022 - 23/01/2022	N/A.	Development on 'Horror with Portals' subproject. (17/01/2022 - 20/01/2022) Prototype demonstration as 2-min video ready for submission by 24/01/2022 complete. (20/01/2022) (C) Initial planning and development started on 'Dissolving floor puzzle' subproject. (21/01/2022) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (17/12/2021 - 21/01/2022)	The portal work being achieved in this subproject is able to scale and comfortably work with other subprojects. A basic foundation has been established for a future planned subproject that involves using items within portal-like systems.	
24/01/2022 - 30/01/2022	Prototype demonstration as 2-min video ready for submission by 24/01/2022. (C)	Presented a demo video and held a 15 minute Q&A to discuss it. (24/01/2022). 'Dissolving Floor Puzzle' subproject worked on and completed. (25/01/2022). 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on. (25/01/2022).	From the Q&A in my demo presentation I learnt that I should include a viewable criteria for how I rate my subprojects, with breakdowns as to why they have been rated what they have been. This will be contained within a new document that will contain all the ratings of all the subprojects.	
14/02/2022 - 20/02/2022	Have idea of development for 'Spherical exploration game' subproject by 15/02/2022. (C)	Initial planning and development started on 'Spherical exploration' subproject. (15/02/2022). (C) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (15/02/2022)	As the CCTP progresses it is normal for things to evolve. Later subprojects may be better detailed and planned than previous. This creates a requirement at some point to revisit old subprojects and add information previously left out.	
21/02/2022 - 27/02/2022	Finalise development of 'Spherical exploration game' subproject by 26/02/2022. (C) Have idea of development for 'Inside sphere explorer' subproject by 27/02/2022. (C)	Spherical exploration' subproject development and completion. (22/02/2022 - 25/02/2022). (C) Initial planning and development started on 'Inside sphere explorer' subproject. (27/02/2022). (C) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (22/02/2022 - 25/02/2022 & 27/02/2022)	N/A.	
28/02/2022 - 06/03/2022	Finalise development of 'Spherical exploration game' subproject by 05/03/2022. (C)	'Inside sphere explorer' subproject development and completion. (01/03/2022 - 02/03/2022). (C) Initial planning, development and completion on 'Gravity changing scale puzzler' subproject. (02/03/2022 - 03/03/2022). (C) All alpha stage subprojects completed. (04/03/2022). (C) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (01/03/2022 - 04/03/2022) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Pre-Production & Research Document' Document worked on. (04/03/2022).	All alpha stage subprojects have finished development this week. Before beginning the development of beta stage subprojects it seems important to first go back over the alpha stage documentation, within the production document, and ensure all sections are written in a concise and consistent manner. Once all the documentation is checked over, planning on the beta stage subprojects will begin. These beta stage subprojects will consist of several of the alpha stage subprojects but built into an actual game environment.	
07/03/2022 - 13/03/2022	Finalise development of 'Inside Sphere explorer' subproject by 12/03/2022. (C)	'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (10/03/2022 - 13/03/2022). Initial planning, development and completion on 'Gravitational tactical scaling' subproject. (10/03/2022 - 12/03/2022). (C) Meeting with project advisor. (11/03/2022).	The meeting with the project advisor helped clear some worries and get the project back on track. There was an issue of how the final submission will play as it is intended as both a playable game and an interactive showcase of the subprojects. Ultimately it was decided that the player will go through the subprojects in chronological order with context and information shown and played audibly. Once the player reaches the end, there will be a single level to showcase the final subproject. This would form the artefact.	

UFCFHQ-45-3 Comprehensive Creative Technologies Project Progress Log			Connor Easterbrook THE UNIVERSITY OF THE WEST OF ENGLAND	18015101
Project Progress Log				
Date	Set Target	Progress Log	Personal Thoughts	
14/03/2022 - 20/03/2022	All alpha stage subprojects finished development by 17/03/2022. (C)	'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on (14/03/2022 - 18/03/2022) Initial planning, development and completion on 'Portal Sphere Shooter' subproject. (15/03/2022 - 17/03/2022). (C) All beta stage subprojects completed. (17/03/2022). (C) Initial planning started on the final subproject & deliverable artefact. (18/03/2022).	N/A.	
21/03/2022 - 27/03/2022	Develop and complete the two selected beta stage subprojects by 25/03/2022. (C) Create a project plan by 27/03/2022. (C)	'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on. (A) Development of the final subproject & deliverable artefact. (A) Basic project plan created. (22/03/2022). (C)	N/A.	
28/03/2022 - 03/04/2022	N/A.	'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on. (A) Development of the final subproject & deliverable artefact. (A)	N/A.	
04/04/2022 - 10/04/2022	N/A.	'UFCFHQ-45-3 Comprehensive Creative Technology Project Production Document' worked on. (04/04/2022 - 05/04/2022) Meeting with project advisor. (05/04/2022). Development, and completion of the final subproject & deliverable artefact. (04/04/2022 - 05/04/2022 & 08/04/2022 - 10/04/2022). (C) 'UFCFHQ-45-3 Comprehensive Creative Technology Project Report Document' worked on. (05/04/2022 - 10/04/2022).	With the final subproject and interactive showcase complete, any logged work on it from this point on will be polish and minor additions. The focus can now shift on to the report. Once the report is through its second draft, the primary focus can move on to the video. Hopefully this can all be done to a high level by 22/04/2022. (05/04/2022).	
11/04/2022 - 17/04/2022	Complete development on final subproject as artefact by 16/04/2022. (C)	UFCFHQ-45-3 Comprehensive Creative Technology Project Report Document' worked on. (15/04/2022 - 17/04/2022).	N/A.	
18/04/2022 - 24/04/2022	Have report and video complete by 22/04/2022. (C)	UFCFHQ-45-3 Comprehensive Creative Technology Project Report Document' worked on and completed. (18/04/2022 - 19/04/2022). (C) Project deliverable video recorded, edited, and produced. (19/04/2022 - 20/04/2022). (C)	N/A.	
25/04/2022 - 01/05/2022	7000 word report, artefact, and final 2-min video ready for submission on 28/04/2022. (C)	N/A.	N/A.	