

Week 3:

We decided on the idea and name of Safe-Corp. It's an RTS game where you are sent into alien planets to extract Safe-Corp VIPs while gathering troops to fight and fuel to escape.

Week 4:

Tasks were assigned to us this week. I advocated for UI as I believe this would be the best choice for me to help my team. Max made the GitHub repository this week and made a basic prototype.

Week 5:

I oversaw the creation of UI elements including a mini map and counters for the current and total troops. Keeping track of the current and total troops was the first thing I implemented. It was very basic to begin with, but after a conversation with Seamus, I changed it to make it feel more robotic and fit the style of the game better.

Week 6:

This week, I made a mini map and added a script to store fuel. I added in placeholder fuel to be able to test the script. I also added in a menu where you can buy troops although it doesn't do anything currently. The fuel script I committed on March 11th.

Week 7-9:

Week 7 I didn't do much as we were preparing for the presentation, so I didn't want to mess with anything in case I messed it up. Over the midterm, I didn't do much as I was working on other projects. However, after checking back in with the team on week 9, I changed the menu to buy troops as it wasn't streamlined and blocked the screen. I added code to be able to swap between the different troops to buy. I also added an early design for the ship menu, where you can add fuel, extract the VIP, and access the place to buy troops.





ship breakdown menu added



Viscious • yesterday

troop buy menu and manager



Viscious • 3 days ago

new buying troops panel



Viscious • 6 days ago

note for fuel script and placeholder fuel



Viscious • 21 days ago

added a fuel script



Viscious • 23 days ago

added troop and fuel script



Viscious • 27 days ago

better troop panel



Viscious • 27 days ago

fuel text and troop panel



Viscious • 27 days ago

mini map



Viscious • 28 days ago

unit counter updates



Viscious • 28 days ago

current and total units UI



Viscious • last month

Self-Reflection:

This project has helped my collaboration skills develop. Being able to consistently reach out and discuss the project with the team through Discord helped the project as we were able to bounce ideas off of each other. Being able to work in our homes, while meeting up once a week in person to confer streamlined the experience to make sure the project ran as smoothly as possible.

This project challenged my Unity skills and helped me become a better programmer as a result. There were things I had to learn how to do that I didn't know before starting this project. I was able to overcome these challenges by talking to team members and getting help from them and the Internet.

Overall, this project was a great challenge to endure to improve my abilities in Unity and in working as a team.