

Week 3 – 10/2:

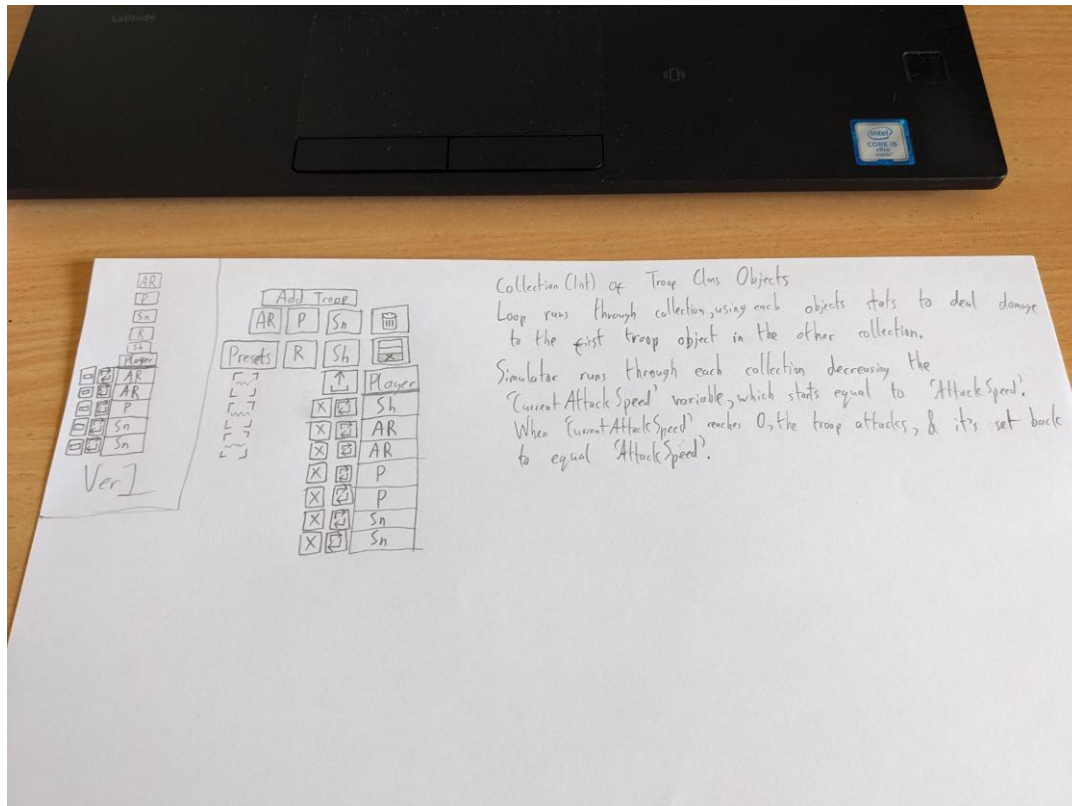
During the first week, we generated multiple ideas for the game and spent the time seeing which ideas had the most potential and fit our team's composition the best. We picked an RTS since our team was comprised of a lot of programmers.

Week 4 – 17/2:

My team role was solidified this week, so I was able to properly get started on my work. First, I wanted to research other RTS games so I could get a better understanding of how they worked. I found this website <https://www.aoe2database.com/en> which details everything in the RTS game Age of Empires 2. Using this I was able to see how the unit stats were structured as well as what calculations the game uses for damage, building and gathering.

Week 5 – 24/2:

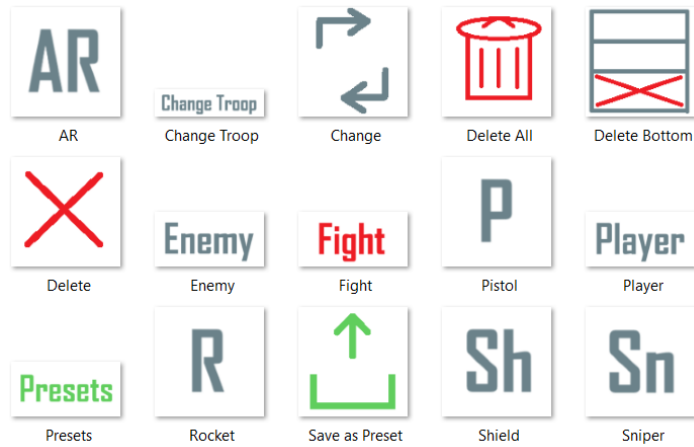
I started work on making a Battle Simulator for the game in excel. I first drew out an outline for how it would look and the different functions it would have.



I then started making it in excel. I got the stats table for each of the troop types laid out and filled in with the sample stats.

Week 6 – 3/3:

For the Battle Simulator, I created a set of icons that would be used to activate different functions in the simulator to allow me to use it efficiently.



Week 7 – 10/3:

Week 8 – 17/3:

Week 9 – 24/3:

I added the functionality to add and remove troops from the player and enemy team in the Battle Simulator. This is the setup for before a fight is simulated, and the functions were developed to be easily and quickly used.

The screenshot shows an Excel spreadsheet with a ribbon at the top and a data table below. The data table has columns for Stats, AR, Pistol, Sniper, Rocket, and Shield. The rows list various stats like Damage, Armour, Piercing, Range, Atk Speed, Speed, Health, Fuel Price, and Metal Price. To the right of the stats table, there are labels for 'Player' and 'Enemy' with 'AR' and 'P' (Pistol) icons. Below these labels is a 'Fight' button. Further right, there is a table with columns for 'Player' and 'Enemy' and rows for 'AR' and 'Pistol'.

Stats	AR	Pistol	Sniper	Rocket	Shield
Damage	35	10	50	30	5
Armour	3	2	5	3	10
Piercing	2	1	10	5	0
Range	20	15	50	25	5
Atk Speed	2	1.2	0.5	0.8	1
Speed	5	5	4	3.5	4
Health	100	80	100	150	200
Fuel Price	20	20	20	20	20
Metal Price	40	20	60	80	60

Week 10 – 31/3:

I started work on getting the fight function and combat log function working.

Self-Reflection:

Since my job was balancing, I wanted to make a tool in excel to balance troop combat, which involved me learning how to use excel in a more advanced way, particularly in learning visual basic. I also learned about how video game economies are structured, and how resources flow within them. I worked with Max to figure out how resource gathering would work in its mechanics, since it would be the basis of what I could balance from. I also worked with Joe to figure out how the different mechanics of the troops would work, since again they would be what I would balance from.