**Mobile Games Development Project Development**

# 21/12/20 - Week

This week a rough idea was thought up about the project, it was decided that it would be a browser-based web App and that the game itself would be relatively simple due to the unfamiliarity of the language. The project is likely to be one involving pushing a square to the appropriate location without dying.

# 28/12/20 - Week

The idea has been confirmed from the week before and the project begun, to start the labs where went over and completed again to provide a foundation. Next, the code to move the boxes was implemented and the location it will be moved to has a semi-randomised spawn added when the game begins and when a point is scored. Additionally, 2 obstacles like things have been added to go continuously downwards at set speed that the player must avoid. The menus have the appropriate text written on them but the button to go from the end game menu to the start one isn’t yet working. Additionally, various specifications still need to be met.

# 4/01/21 - Week

This week the project demo was demonstrated, and feedback was given. In addition to adding the sounds, the game over menu button was fixed to allow replaying and the appropriate sprites and such were applied to the game objects/background. The feedback was also added in such as using energy to move boxes, having the energy shown as UI, being able to move different types of boxes (only 2 types) and an increased randomness for various spawning objects. Additionally, now the player must press a button to move the boxes and on-screen buttons have been added to control the game without a keyboard.

# 11/01/21 - Week

For this final week the final touches were added to the projects code and some of the bugs, like oddly continuous animations, that appeared were sorted. Additionally, the various documents were fully typed out and sorted, the presentation was done, and things were added to the GitHub.