

Stand firm

Game Development Timeline



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Github: https://github.com/DefenderJohn/StandStill-Game-Project

### 2022 Jan.7 Setup the verb of game

The verb choosed is move, which enable the tower to move in a tower defence game. There also exists a sub-verb limitation, which provides more challenging to player that they need to manage resources wisely.

### 2022 Feb.10 Generate the basic idea of game

The basic idea is to put a tower in the map that can be pushed by soilders and move around the scene, the tower needs to be resupplied to maintain the combatability.

### 2022 Feb.17 Create the first paper prototype

The first paper prototype implements the idea of the game, and paint several basic idea of the game so that it’s at least looks like playable.

### 2022 Feb.24 Illustrate the goal of game

At this point, the design idea is totally changed. The tower is not that suitable for the game because it requires a self-explained background story, which is not easy for the game to illustrate. Thus the story been changed to a more mordern timeline, which is during the world war II, there is a tant company been surrounded by enemy and need to stand still for a period of time. This soon becomes the more practicable goal for the game.

### 2022 Mar.3 Setup the challenge of the game

The challenge been setted up is basiclly several points. First is the attack from enemy, which should be considered as the major challenge. The second challenge been setted up is that player needs to manage their limited resources and make sure the suppliment is not going to run out.

### 2022 Mar.10 Illustrate Narrative

The story of the game has been formed by adding history background and other timeline inside. The story is about how a tank company survives the attack from Nazi enemy and protect the city behind them from enemy. The timeline also been narrowed to two days, so that the goal of game is more clear.

### 2022 Mar.24 Start coding of game project

After finished the necessary design prepration, the code design started. Note that this the time on record is not the time this programming project initially started, it’s the time that I decide to put it onto github and make it opensource. The reason I record this time is because there is a clear timeline on github for every phase of development been recorded in system, so that it’s easier to get it tracked. The github repository is here: [https://github.com/DefenderJohn/StandStill-Game-Project/](https://github.com/DefenderJohn/StandStill-Game-Project/commits/main)

### 2022 Mar.26

Designed a Anti-air viecle and put it into the scene.

Add code to move camera and detect the collision

Update the resources management

Because there exists a huge unfixable exception, I have to delete all the game resources from current project and start over again, this will cause significant delay.

### 2022 Mar.27

Enable the turrent to rotate and aim to the emeny

Add house and the collison of house.

Generate the navMesh and navigation functionalities

Update the navigation to make the speedup and brake more smooth

Set up the main scene.

### 2022 Mar.29

Optimise the path-finding algorithm

Add code to enable the tank to fire

### 2022 Mar.30

Update the excuteable game file.

Delete unused files.

### 2022 Mar.31

Setup the code for enemy spawn.

Playtest and receive necessary information to helps the game better.

### 2022 Apr.10

Summarize all previous records and put all into this docunemt.