Project Timeline

Block 1 (Sprint 1): Initial Planning and Prototyping

Choose AI Assistants: Selected AI tools to assist with coding and design tasks.

Game Design Planning: Defined the game concept and design with the help of AI tools.

Game Loop Implementation: Nearly completed a simple game loop using AI for boilerplate code, basic logic, and code organization.

UI Design (Iteration 1): Created the first UI design prototype using Figma.

TAA Outline Shader: Developed and implemented the Temporal Anti-Aliasing (TAA) outline shader.

Block 3 (Sprint 3): Enhanced UI Design and Game Settings

UI Design (Iteration 2): Refined the UI design with a second iteration in Figma.

Game Settings: Implemented basic game settings with AI assistance for coding.

AI Assistance for:

•Game settings implementation

•UI scripts

Block 5 (Sprint 5): UI Improvements

UI Upgrades: Improved the game scene UI and added a help button with an accessible instructions panel.

UI Particle Effects: Integrated particle effects into the UI for visual enhancements.

AI Assistance for:

•Debugging render features.

•Generating the game description.

•Resolving UI issues.

Block 2 (Sprint 2): Basic UI and Game Logic

UI Flow and Game Logic: Implemented basic UI flow and logic, including pausing the game when the settings menu is opened.

Built-In UI System: Learned and utilized the built-in UI system to develop an initial version of the Figma UI design.

AI Assistance for:

•Game Logic

•UI Design and Scaling

•Best Practices for Mobile Game Development

Block 4 (Sprint 4): Environment and UI Upgrades

Game Scene Environment: Upgraded the in-game environment for improved visuals.

UI Updates: Began updating in-game UI using AI for mobile-specific development and design improvements.

AI Assistance for:

•UI design

•Shader general knowledge

Block 6 (Sprint 6): Finalizing UI and Adding Features

UI Finalization: Completed the UI design and resolved remaining bugs.

UI Animations: Added animations for better user interaction.

Custom UI Elements: Designed and implemented custom UI components.

Sound Effects: Integrated sound effects into the game.

AI Assistance for:

•Writing simple code snippets to save time.

•Debugging and troubleshooting issues.

Project Timeline

Block 7 (Sprint 7): Project Completion and Integration

Start Screen: Added a polished start screen.

Settings Implementation: Developed and debugged features like toggling post-processing effects and adjusting game volume.

Project Integration: Worked on integrating multiple games into one project.

•Created and debugged scripts to combine multiple projects.

AI Assistance for:

•Writing simple code snippets.

Game Selection Menu: Completed the game selection menu implementation.

Input Rework: Redesigned user input for improved functionality.

Sound Effects: Added additional sound effects for a polished user experience.

Navigation: Integrated navigation to access other games.

Project Completion: Finalized and combined all projects into a single cohesive build.

AI Assistance for:

•Debugging project integration issues.

Block 8 (Sprint 8): Final Touches and Delivery