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.

the Temporal Anti-Aliasing (TAA) outline shader.

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

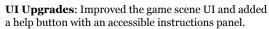
UI Design (Iteration 2): Refined the UI design with a second iteration in Figma.

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

AI Assistance for:

- Debugging render features.
- ·Generating the game description.
- •Resolving UI issues.

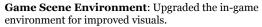
UI Flow and Game Logic: Implemented basic UI flow and logic, including pausing the game when the settings menu is opened.

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 2 (Sprint 2): Basic UI and Game Logic

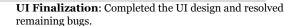


UI Updates: Began updating in-game UI using AI for mobile-specific development and design improvements.

AI Assistance for:

- •UI design
- Shader general knowledge

Block 4 (Sprint 4): **Environment and UI Upgrades**



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.

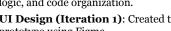
AI Assistance for:

- •Writing simple code snippets to save time.
- · Debugging and troubleshooting issues.



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





TAA Outline Shader: Developed and implemented





















































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