

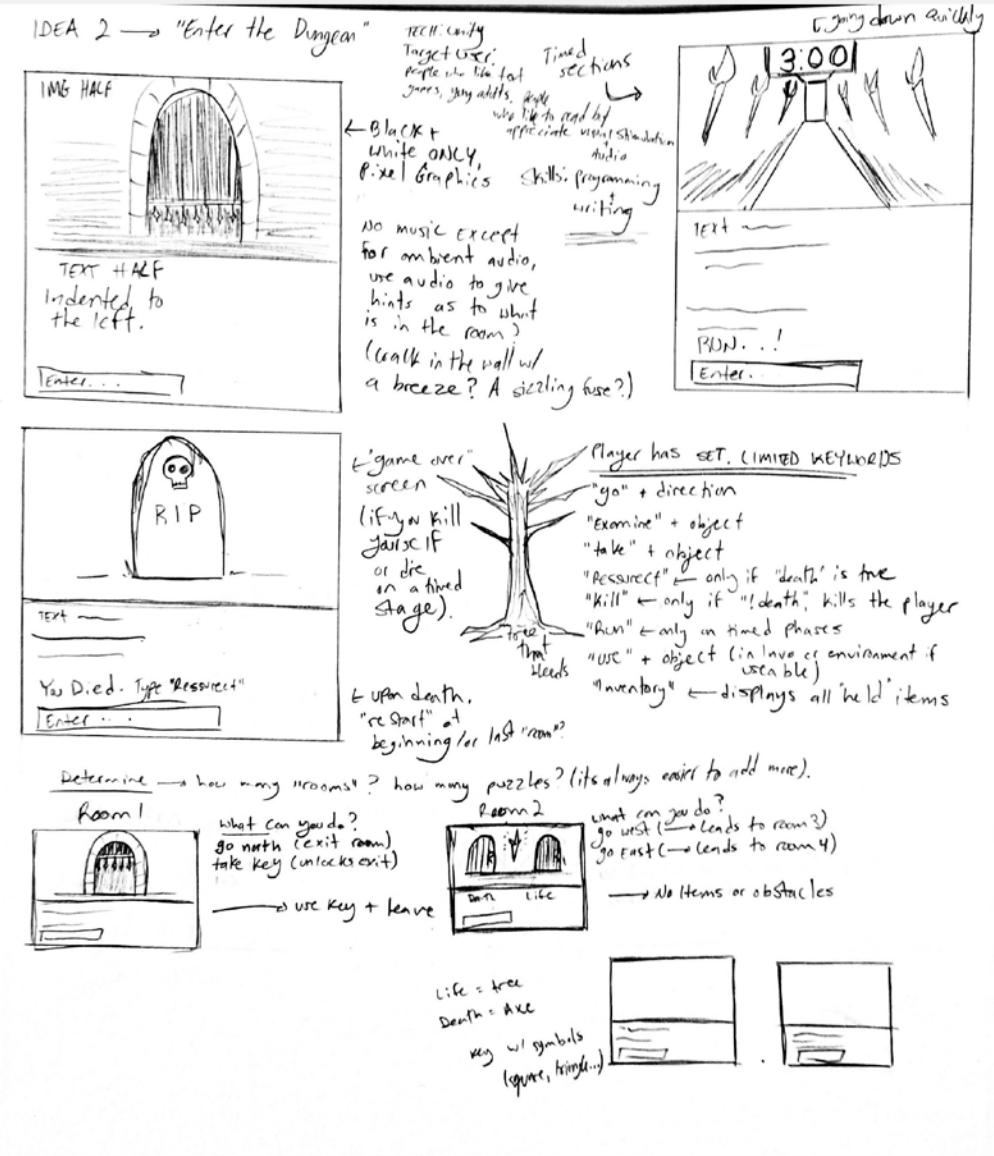
PROJECT CHECK-IN

Emilie Holtz

STARTING POINT

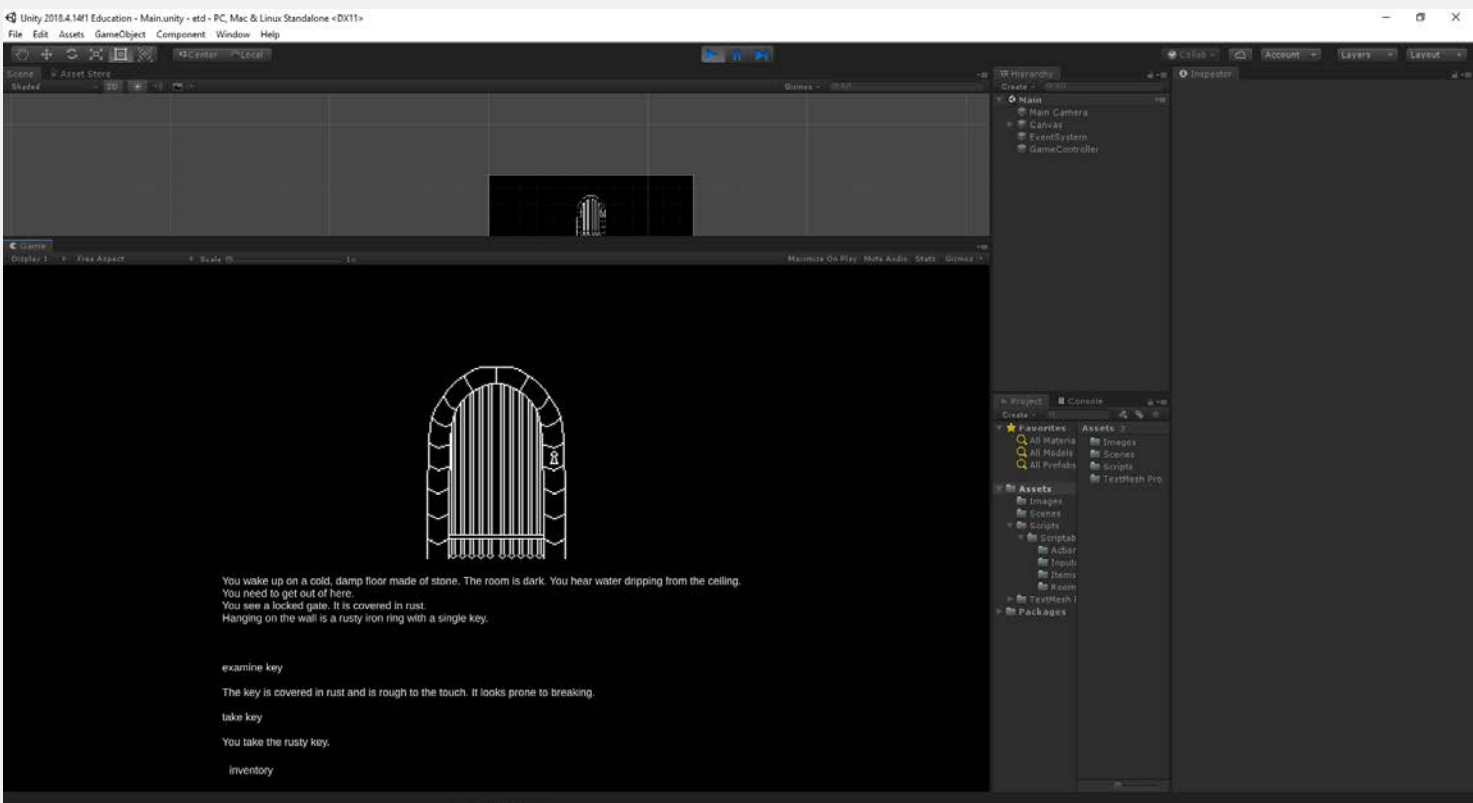
- I am fairly familiar with my chosen tools (Unity Engine, C#, Visual Studio Code) of which I have about 1+ years of experience.
- I am not as familiar with my content, that being primarily text/image manipulation. To this end I am looking to tutorials and references to create a workable base for the game that I can expand upon.
- I am also familiar with game design, although puzzle design is notoriously difficult. It will require some playtesting and feedback to get them right.

Where I started



Holtz, Emilie, "Scan of drawn notes", 2020, .png

Where I'm at now



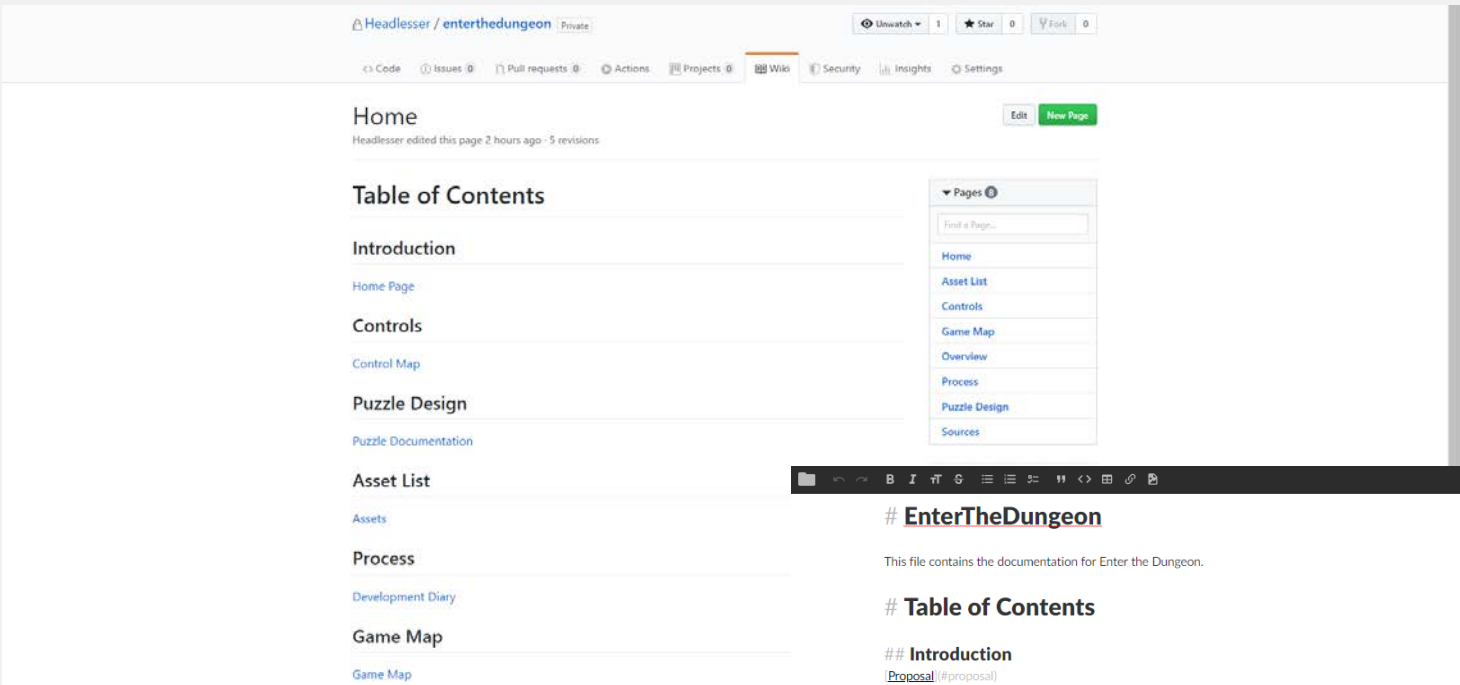
Holtz, Emilie, "Screenshot of current build of game in Unity Engine", 2020, .png

WHERE I'M AT NOW

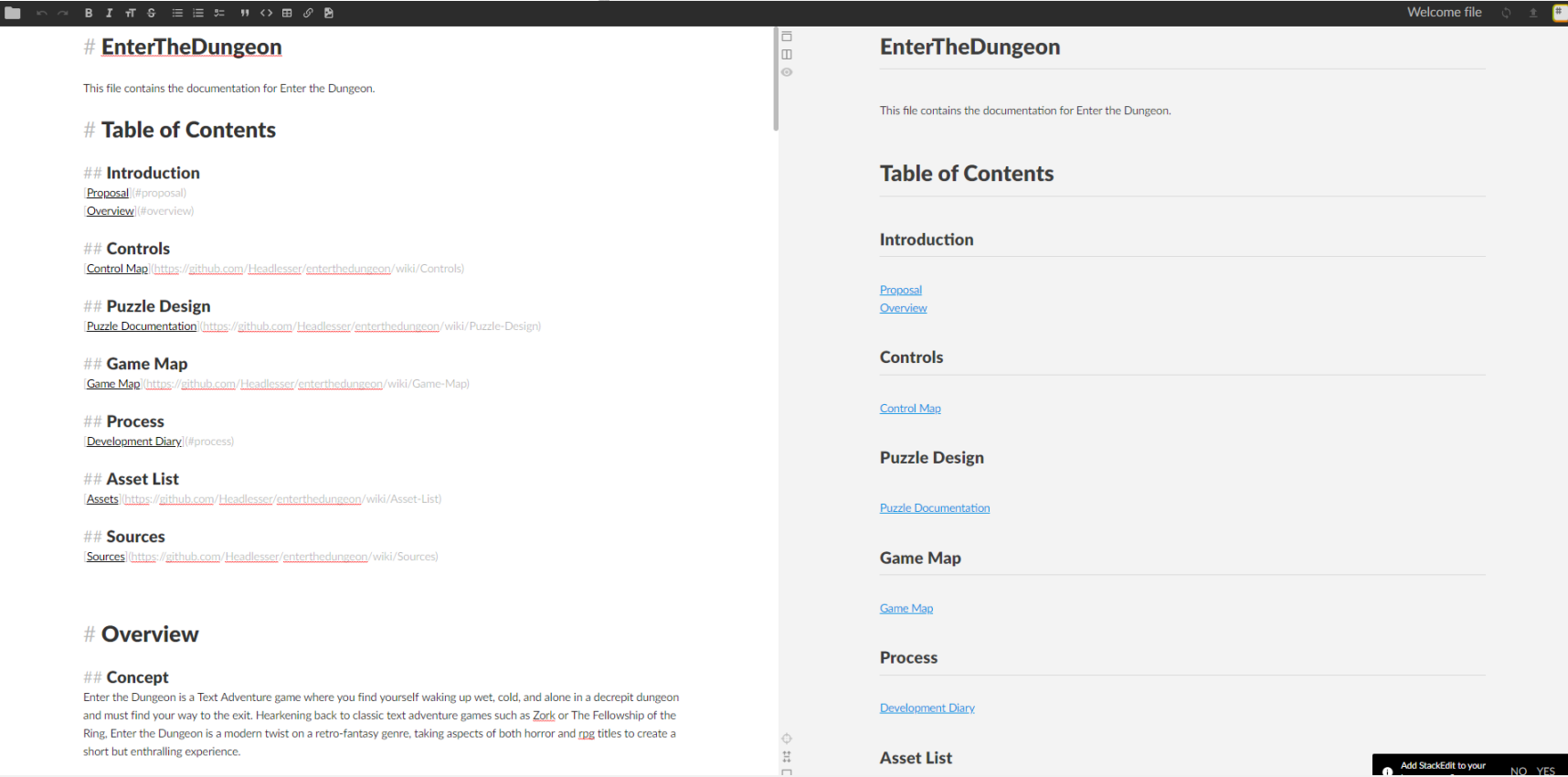
- I think I could attempt to spend a little more time working on it than I have been so far.
- On the one hand, I have completed the framework tutorial for the text adventure game, which can now be built upon how I see fit.
- On the other hand, it took a few weeks longer than I anticipated and I need to begin working on creating the game map for the puzzles that will be available.

NEXT STEPS

- I plan on actively working on documentation some more, using my GitHub commit messages as 'dates' to update my DevDiary.
- My next step for the project is to debug a specific issue pertaining to the 'examine' mechanic that persisted even after completing the tutorial.
- I also plan on beginning the 'map' for the game by sketching out an over-head representation of what the dungeon should look like. This will make it easier to translate into engine as, from that point of view, I can only see it as text.



Holtz, Emilie, “Screenshot of GitHub Wiki Page”, 2020, .png



Holtz, Emilie, “Screenshot of stackedit.io Page with documentation”, 2020, .png

Move from GitHub wikipages
to readme.md

CONCERNS

- I am concerned with how much time I will have to devote towards the game. I really would like to have a completed game experience by the end of the semester.
- I can't tell how ahead/behind I am at the current stage.
- I am concerned with how to start on the game map. I need to figure out how long I want it to be.
- I am also concerned with how much I actually want to 'build' upon the framework I got from the tutorial. I don't want to waste too much time trying to add to it, but then spend hours trying to debug things when my focus should be the puzzles/writing.

QUESTIONS

- I was confused on what should be included on the documentation for our projects at first. I think mine will be more like a blog/process rather than a paper.
- Do we have to include our assignments in our documentation?
- Does my project concerns seem reasonable and clear?
- Any advice going forward in production?

SOURCES

Primary Sources

- <https://github.com/Headlessr/enterthedungeon>
- <https://stackedit.io/>
- Personal Sketches/Screenshots