

### **Proof of Concept:**

November 28<sup>th</sup> – Just created the project. Not sure where I want to start but I'll try and write the code for the board, or something to manage all the tiles on the board. I'll test using the sprites of the blocks that we used for the breakout game.

November 30<sup>th</sup> – I finished the tile manager and began working on the actual tile itself and storing whether the tile is selected, whether or not it is matched and the neighboring tiles. to save time I made the on click functions inside the tile itself and ill change this later in development.

### **Vertical Slice:**

December 6<sup>th</sup> – Working on the matching. It's been tough to get this to look right and I've been having a lot of issues with getting more than a 3 match so I think I'll have to redo the matching code to account for that.

December 7<sup>th</sup> – Now I've been getting the refilling board code added. Not a fan of using coroutines as it was mentioned earlier in class, but this is the easiest method right now. There is a bug when the tiles are refilling that cause the column that is refilling to keep going further and some sprites are lost. I think the coroutines are causing this and I'm not sure how to fix it.

### **Final Build:**

December 12<sup>th</sup> – Fixing bugs in the matching and refilling. I generalized the matching code and made it a while loop instead to make sure it finds all the tiles that are matching, so you can now match 3, 4 and 5 tiles. The refilling coroutines are causing me issues and I tried to create a timer that fixes the issues but so far no luck.

December 13<sup>th</sup> – Fixed the refilling, I simply increased the time to wait when checking matches to 1 sec so that the refilling method has enough time to refill without finding matches immediately.

December 14<sup>th</sup> – Adding all the final elements now, separating the player controller from the tile class and adding a gamemanager to handle all of the UI and actual game elements. I can't figure out why the timer I made wasn't working properly so I had to couple it with the gamemanager which is upsetting but I don't have much time to solve this problem. I think I got what I wanted to add though and I'm somewhat satisfied with it.