# Personal Logbook

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| Name | Richard Came |
| Registration Number | 1303033 |
| Supervisor | Diego Perez |
| Second Assessor | Michael Gardner |
| Degree Course | Computer Science BSc |

## Work over the summer -

**Planning:**

During the summer I spent the vast majority of the time I allocated to preparation work deciding on exactly how the game will work. I made a feature list and made spent some time to make sure that they were feasible in the time frame.

The rest of the time was spent deciding on how I would go about creating the game, specifically which game engine I would use.

**Action:**

I tried out a both the Unreal Engine and the Unity engine, but in the end decided that I would create the game in C++ using the SDL2 library as it would allow me to have full control over all of the games features.

**Reflection:**

Overall the amount of work I did over the summer ended up being less than I had hoped to do and I never managed to get around to doing any sort of research into the specific mechanics of the game.

## October 2015

### Wednesday the 7th

**Action:**

I had my first meeting with my supervisor at 11am we discussed what I had planned for the game and he gave suggestions as to what I should aim for with the game. He suggested a few materials that I could read and use as a starting point for my research.

**Planning:**

The next nine days will be dedicated to reading materials that are relevant to the game and writing the initial report. I plan to spend the next day reading through the resources that Diego suggested and then after that moving onto writing the report and finding further papers to read.

**Action:**

Read the relevant parts of the book suggested by Diego “AI Game Programming Wisdom” and wrote up all of the points from the book that may be relevant to my game.

Book above - Steve Rabin, AI Game Programming Wisdom, Charles River Media, 2002

### Thursday the 8th

**Action:**

Started to create the initial report document, I wrote in the material from the most relevant parts of the book, AI Game Programming Wisdom, into the background reading section.

I read also read a large part of the book “The Theory of Fun for Game Design” as suggested by Diego, however I didn’t find any material that I thought was particularly relevant to the project.

### Friday the 9th

**Action:**

Spent the day reading a book on genetic programming techniques “A Field Guide to Genetic Programming” and a paper on procedural content generation “Towards Automatic Personalized Content Generation for Platform Games”. I couldn’t find anything in either that I deemed relevant enough to add to the document, I wrote up the most relevant parts in my resources document just in case its useful in the future.

Poli, R., Langdon, W.W.B., McPhee, N.F., Koza, J.R.: A field guide to genetic programming. Lulu. com (2008)

Shaker, N., Togelius, J., Yannakakis, G.N.: Towards automatic personalized content generation for platform games. In: Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) (2010)

### Saturday the 10th

**Action:**

Started writing the project goals section of the initial report, I re-wrote the feature list I had created over the summer in a more pleasing manner and made this into the project goals section.

I spent the rest of the days working time reading and making notes from the paper “The definition and rendering of terrain maps”.

G. S. P. Miller, “The definition and rendering of terrain maps,” in Proceedings of SIGGRAPH, vol. 20, 1986.

### Sunday the 11th

**Action:**

I spent the first part of today’s working time writing up the notes taken from the paper “The definition and rendering of terrain maps” yesterday and adding it to the background reading section, as there was a good amount of useful content in the paper.

The first paper I read today was “Controllable procedural map generation via multiobjective evolution”, I spent a lot of time reading this paper and there is a large amount of potentially relevant content. I have written the most relevant parts into my resources document and will add it to the initial report later if I feel that it is needed.

I then spent the rest of the time reading the paper “Controllable procedural terrain generation using software agents” this paper was very interesting, but took a long time to read as some of the concepts were quite hard to grasp so took longer than some of the other materials to write up

Togelius, J., Preuss, M., Beume, N., Wessing, S., Hagelback, J., Yannakakis, G.N., Grappiolo, ¨ C.: Controllable procedural map generation via multiobjective evolution. Genetic Programming and Evolvable Machines pp. 1–33 (2013)

J. Doran and I. Parberry, “Controllable procedural terrain generation using software agents,” IEEE Transactions on Computational Intelligence and AI in Games, 2010.

### Monday the 12th

**Action:**

I couldn’t find much time to work today so decided to write up my notes from yesterday and add them to the background reading section of the initial report.

### Tuesday the 13th

**Action:**

I had my second meeting with my supervisor today; we discussed the progress I had made with the initial report. We also discussed in length my feature list for the game and he made a number of suggestions with what I could add to it and what I could revise to make the project a higher technical difficulty.

After the meeting I finished updated the project goals section of the report with what was discussed in the meeting. I then went onto read the book “The algorithmic beauty of plants” and I made sure to add to my background reading section the parts from this book about grammatical generation of content.

Prusinkiewicz, P., Lindenmayer, A., Hanan, J.S., Fracchia, F.D., Fowler, D.R., de Boer, M.J., Mercer, L.: The algorithmic beauty of plants, vol. 2. Springer-Verlag New York (1990)

### Wednesday the 14th

**Action:**

As the deadline is approaching I decided to finish the background reading section of the report today, this included adding any leftover notes I had and making sure that the referencing was to the expected standard.

I then went on to complete the project goals section with any additional details that I hadn’t added before.

**Planning:**

I did not get time today, but I must remember to write up the project plan. The methodology will be agile.

### Thursday the 15th

**Action:**

The first task of the day was to create the project plan section of the report. This almost exclusively consisted of a sprint plan for the entire project.

I then went back and re-read the whole document and made a few changes to it, mostly styling changes.

### Friday the 16th

**Action:**

Before the final deadline of the initial report I re-read the whole document to make sure that it was completed. I found no changes that could be completed within the time frame to be made, so left the version that was already submitted as the final version.

### Monday the 19th

**Reflection:**

After completing the initial report I certainly feel a little more confident that this project will go well. Although having said that I am not too happy with how the initial report went, I feel like I should have added more to the background reading section and that I should have referenced some of the articles I read that I didn’t reference even if it was a small part that was relevant to the game.

I have also already decided that I need to change my project plan, I will instead of working on landscape generation, work on character generation as this will be a quicker process and is just as important. It will also give me some practice in procedural content generation before I undertake the larger task of creating a whole world map.

**Planning:**

The next week will be spent creating the translating the project goals into requirements for the final game. Once this has been completed I will move onto designing characters for the game as this will be the first thing I implement into the game.

**Action:**

Copied the project goals into a bullet point format and refined them into the requirements for the game.

### Wednesday the 21st

**Action:**

Refined the requirements some more and finished them off.

I then moved onto creating designs for the characters body parts and items of clothing, all of the designs are just outlines and important features such as eyes, as the rest of the textures will be filled in procedurally.

### Thursday the 22nd

**Action:**

Created a few more designs for characters and clothing, I also made a sword item when I got side tract. While this was not originally planned I will keep it and use it later when I create the items for the characters.

### Friday the 23rd

**Action:**

Finished creating designs for the characters, I now have a different variation of each character for each of the character types, as well as at 3 pieces of clothing for each. This should allow for a large number of different variations of appearance.

### Thursday the 29th

**Reflection:**

Over the last two weeks I created the designs for the characters and their clothing. I managed to complete what I had planned to do within the time set out, however due to other commitments I was unable to move onto the next stage for the last few days. I will try to catch up with the creation the characters game code over the weekend.

### Friday the 30th

**Planning:**

The next step in the development is to start creating some code. I will spend the weekend setting up the SDL2 development library on my computer and will start implementing the NPC and player character display.

Once the display is working I will then move onto making the character generation, that is to say making each character look unique based on pre-requisites and randomness.

### Saturday the 31st

**Action:**

I started installing the SDL2 library on my windows 10 partition in the morning but after about 4 hours of nothing but errors I decided to install it on my Ubuntu partition instead and got it installed in about half an hour.

## November

### Sunday the 1st of November

**Action:**

After the problems of installing yesterday I started to write some very basic code to display an image and discovered that there was a problem with my CMake file and that it wasn’t able to locate the SDL2 header files. After a few hours I managed to get this issue fixed but ended up not having enough time to get any further with regards to the game.

### Monday the 2nd of November

**Reflection:**

The weekends work was far less productive than I had imagined it would be. But unforeseen errors are something that I need to work around. I will try to get a lot more done in the coming days to make up for the lack of work over productive work over the weekend.

### Tuesday the 3rd of November

**Action:**

Had a meeting with my supervisor at 10am today. We discussed my current plan, and it was suggested that I try to get a basic shell for the game going rather than focussing on a single part of the game. This will let me find potential problems that I wouldn't otherwise anticipate meaning that I can change my method of creation if the issues require it.

### Wednesday the 4th of November

**Planning:**

As stated in the previous entry, it was suggested that I try to get a basic game logic running so that After the meeting with my supervisor I have decided to create the basic game loop that will run the game, and create basic character that can be moved around a blank map using a users inputs.

### Thursday the 5th of November

**Action:**

The game loop has been created, it consists of a process to deallocate the memory used by textures that are no longer in use, a process to load new textures and a process to update the positions of textures.

### Friday the 6th of November

**Action:**

The basic model of a character has been added to the loaded textures in the game loop, the user can then use the WASD keys to move this character around the screen. There is currently no animation for the movement of the character and the character moves around the screen rather than the character being central to the screen and the background moving around the character, which is what the movement will look like when it is finished. However as no textures for the terrain have been created as of yet keeping the character at the centre of the screen would not allow for testing the movement as on a blank background it would be hard impossible to tell if the input was working correctly.

### Monday the 9th of November

**Reflection:**

As I have finished creating the basic game loop and character movement input I feel that I can say that this weeks goal was met fully. Although I feel that I should have set out to complete more than I had originally planned on doing as I ended up completing the work more quickly than expected. I will amend this in the future so that I can more accurately predict how much work I can complete in a certain time frame.

### Tuesday the 10th of November

**Action:**

Meeting with supervisor at 10am. During the meeting we discussed the progress that was made over the last week and discussed where to go from there. It was decided that the next step would be to create the terrain of the game so that designing the procedural generation algorithms could be started soon.

### Wednesday the 11th of November

**Planning:**

The plan for this week is to create the terrain tiles that will be used in the game. These tiles will be used by the terrain generation algorithm when they are completed.

The tiles will be 16x16 pixels in size and there will be a number different types, the main ones will be:

Grass, Dirt, Stone, Sand and Pavement. Each of the types will have variations to show different types of terrain, for example grass will have a lush, dry and dead texture so that the player knows the terrain is changing.

### Thursday the 12th of November

**Action:**

Created the Grass terrain type tiles. Six tiles were created in total these were as follows: a dead grass texture, a dying grass texture, a dry grass texture, and two variations on lush grass, one with deeper greens and one with lighter greens.

### Friday the 13th of November

**Action:**

Created the Dirt terrain type tiles. Three were created in total, the base dirt type, a dirt with gravel type and a gravel type.

### Saturday the 14th of November

**Action:**

Created the Water type tiles. Three were created, one for a small stream, one for a river and one for the sea.

### Sunday the 15th of November

**Action:**

Created the Pavement type tile. A single cobblestone type pavement was created. I chose to make only a single type of pavement as the game is set in a fantasy medieval era so there wouldn't have been any extravagant types of pavement available. This may change in the future.

### Wednesday the 19th of November

**Reflection:**

Since the last meeting I have spent the week creating the texture tiles for the terrain. This has not been completed yet and as such has not been implemented into the program as of yet. This is the next stage after all of the tiles have been created. Once the tiles are implemented as the terrain I will be able to start creating the procedural generation of terrains.

### Thursday the 20th of November

**Planning:**

Due to having a large number of assignment deadlines to complete in the next two weeks I plan to finish continue creating the terrain tiles when I can find spare time. I don't expect to be able to complete them before the end of next week.

### Monday the 23rd of November

**Reflection:**

Since the last entry I haven't managed to finish off creating the terrain due to other tasks that needed taking care of. This looks set to continue as I still have two deadlines to complete work for within the next week. I should be able to find time to complete the terrain tiles over the weekend.

### Friday the 27th of November

**Action:**

Created the Sand type tiles. Two tiles were created, one for a lighter type of sand that will be used for beaches and one a slightly darker type that will be used for desert type terrains.

### Saturday the 28th of November

**Action:**

Created the Sandstone type tiles. Four tiles were completed, the four tiles vary by going from a darker red sandstone to a lighter more orange tone.

### Sunday the 29th of November

**Action:**

Created the Gray Stone type tiles. Five tiles were created these were varying in different shades of grey, going from lighter shades to much darker shades. These will be used to show different types of grey rock.

### Monday the 30th of November

**Reflection:**

Over the weekend I was able to finish creating all of the terrain tiles for the different types of terrain, as well as variations of these terrain tiles so that the player can feel more immersed in the game as the scenery won't be identical in each area of the map.