*Juris Civilis Development Diary*

| Date of Session | Time Spent | Development Segment | Notes |
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| 04/11/2021 | 2 Hours | Analysis | Began writeup of the project literature review, specifically the review of “Dwarf Fortress” and its use of world generation and world simulation |
| 04/11/2021 | 1 Hour | System Design | Began development of some basic tools for the project to work from – specifically some basic camera controls (movement and zooming speed), as well as some work on mouse clicking interactions and the spawning of basic 2D circles as a response to clicking interactions. |
| 06/11/2021 | 3 Hours | Analysis | Added multiple segments to the literature review, including references to Europa Universalis 4, Civilization 5 and a past project of mine with relevance to the topic area. |
| 06/11/2021 | 3 Hours | System Design | Added more to the aforementioned tools, including the basic ability to generate polygons around a selected point, and application of properties to these polygons which can be accessed by clicking on them. This system has some flaws, notably with the hit detection of the polygons, but these should be mitigated as the project progresses. |
| 13/11/2021 | 4 Hours | System Design | Began to use the research collated from the literature review stages to document the design of the world generation procedure – specifically the discussion of the geographical features of the world and values such as rainfall, elevation, and temperature. Began discussion of province mechanics. |
| 14/11/2021 | 7 Hours | World Generation – Objective 1 | Attempted to create a prototype for the diamond-square algorithm to be imported into the main system. This unfortunately was largely a failure but can be built from in the future. |
| 15/11/2021 | 7 Hours | World Generation – Objective 1 | Attempted to implement a perlin noise algorithm, to limited success. The algorithm still needs work to be used in the project. |