Project Logbook for Virtual Campus

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Signoff table and summary

|  |  |  |
| --- | --- | --- |
| Date | Summary of date/week | Signature |
| 18.09.17 | Choosing project theme |  |
| 10.10.17 | Research on project |  |
| 13.10.17 | Choosing and testing programs |  |
| 16.10.17 | Testing out Unity |  |
| 18.10.17 | Testing out SketchUp |  |
| 20.10.17 | Choosing movement type |  |
| 6.11.17 | First initial prototype |  |
| 17.11.17 | Importing terrain |  |
| 20.11.17 | Restarting again |  |
| 21.11.17 | Adding terrain |  |
| 30.11.17 | Photoshoot of buildings |  |
| 4.12.17 | Texturing of the ground |  |
| 11.12.17 | Adding in movement |  |
| 8.1.18 | Adding in central buildings |  |
| 18.1.18 | Creating Lake |  |
| 25.1.18 | Adding in voices |  |
| 26.2.18 | Implementation of adding voices |  |
| 1.2.18 | Bug Testing |  |
| 8.2.18 | First build of the project |  |
| 15.2.18 | First demo of the project |  |
| 19.2.18 | Importing to GitHub |  |
| 26.2.18 | Adding trees to campus |  |

# 1 – Choosing a project theme

# 2 – Research on project

# 3 – Choosing and testing programs

# 4 – Testing out Unity

# 5 – Testing out SketchUp

# 6 – Choosing movement type

# 7 – First initial prototype

# 8 – Importing terrain

# 9 – Restarting again

# 10 – Adding terrain

# 11 – Photoshoot of buildings

# 12 – Texturing of the ground

# 13 – Adding in movement

# 14 – Adding in central buildings

# 15 – Creating Lake

# 16 – Adding in voices

I have added in voices, using a microphone and following a script that I have created. All audio was recorded using audacity.

# 17 – Implementation of adding voices

# 18 – Initial Bug Testing

# 19 – First build of the project

# 20 – First demo of the project

The first demo

# 21 – Importing to GitHub

I have imported the entire project into GitHub (In hindsight, this should have been done earlier however due to previously having a lack of knowledge and not feelings like I should use it, is the main reason why I didn’t use it until 19th February). The link can be found here: <https://github.com/JamesTang2905/Individual-Project-2017-18>

# 22 – Adding trees to campus

I have added trees from unity using the tree tool in the terrain settings. I have place trees based on the position of google maps

# References

**There are no sources in the current document.**