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| **Creative Computing Year 3 Professional Practice Project** Interim Presentation Monday 30 November | | Names | Jonathan Berkeley  Mark Hurley | |
| Title | Inertia | | | |
| Description | A 3D video game relying on physics and momentum to reach objectives in an enclosed 3D environment | | | |
| Technologies | Unity | | | |
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| **DONE** | | Project  Management | Trello |  |
| Sprint 1 | Asset imports, project set up for creating and testing scripts.  Original CharacterController script started with basic custom physics.  Test Level was created | GitHub |  |
| Sprint 2 | Testing scene created. Additional functionality added to CharacterController script such as jump and sprint. Created camera scripts to look around.  Animated platform | Journal |  |
| Sprint 3 | Redeveloped CharacterController movement scripts into Rigidbody scripts. Rewrote all movement scripts for new Rigidbody movement. Added textures to scene and skybox. Fixed lighting.  Main Menu, Pause menu and crosshair were created | Report | Requirements |  |
| Sprint 4 | Created InputManager class for handling input. Grappling hook script created for main game mechanic. Made player character into a prefab. Imported Probuilder, Progrids packages.  Fixed some bugs with the Main Menu and Pause Menu | Design |  |
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| Supervisor Feedback |  | | | |