

**My progress so far up from Nov. 28, 2014 to Dec. 15, 2014:**

1. What I finished so far:

- Designed a system that determines how each game piece gains experience (xp) in a way that prevents unfair experience point distribution to allied game pieces. This design is needed to describe how experience is achieved in the Unit Veterancy System. I published it on the game design document.
- Designed the special mechanic needed for how non-attacking units alternatively gain their experience.
- Photoshopped and imported each the spritesheets for each and every unit individually (the Guardian, Templar, Priest, Mystic, Knife Thrower, Swordsman, Soulstone). I modified and reimported the spritesheets in photoshop every time I debug a fatal error in the Unity Editor. Many times the build of the Unity editor crashes when there are certain errors on the photo that are imported into the project. Those internal errors had to be debugged manually. Multiple revisions of the spritesheet and multiple resubmissions of the same spritesheet had to be made on an individual need-by-need basis.
- Edit the spritesheets themselves in Unity to make them usable in the game.
- Turned all the pieces in the game to appear as the sprites instead of the colored shapes used previously.
- Debugged rendering of the sprites of each piece during gameplay with Joey.

2. What I did for the project that can't be seen on the workload sheet or Trello:

- Learning how to use Gimp (an image editor similar to photoshop).
- Learning how to work with sprites in Unity.
- Made multiple revisions on the design for the xp system.
- Paper-prototyping the xp mechanic for the Unit Veterancy system.
- Tested to make sure which sprite fits the theme of each unit and the intended theme of the game overall.
- Making plans for new units that we will add later into the game.

3. What I am still working on:

- I Still need to further photoshop each of the frames of each spritesheet individually so that parts of the background previously there can be removed (although most of it was removed already).
- Add more art and graphics into the game.
- Adding and using alternative sprite sheets for each unit depending on their individual state (dead, idle, walking, getting hit).
- Deciding between either:
  - a. Polishing code and other various things used in the setup screen.
  - b. Building a user interface on the main menu for various game options.

Relevant screenshots showing some of what I did so far:

















































