Dev Diaries:

30th September:

Met up with Designer Robert discussed the game, inquired about when assets will be available.

* Was informed that assets may take some time but was told to just use squares for the time being.

October 11th:

Presented to Robert square that can move around on the blank screen, with square moving around the screen using the W,A,S,D keys told Designer that guns will be controlled and shot off using the left click, Informed the designer that for the next meet up the enemies will be places into the game as well as being able to shoot.

October 29th:

Presented the game to the designer where an stationary enemy is placed in the scene and it can be shot by the character where the bullets disappear once the enemy sprite is struck.

* Designer said that he would start the assets soon and hopefully have them for the next time that we meet up.

November 12th:

Received assets today which lacked a lot of the objects/scenery/character sprites that were described in the design document. Informed the designer that I have the character shooting and enemies chasing the character. Inquired if it was possible to do melee enemies if possible as the script I had continued to break as I tried to create ranged enemies.

* Designer said that it would be ok if I could not get the ranged enemy working but to not give up.

Tried to get in Contact with Designer Many times a week or 2 after November the 12th meeting but to no avail. Later found out that Robert/Designer had dropped out of college.

//Will continue to document my designing of the game.

* I have scrapped ranged enemies altogether and focused on creating melee enemies that can jump at the player.
* From the very select few assets I was given; the player asset has the gun already drawn on, to make things easier for myself as in the design document it was asked to swap weapons I cut the weapon out and created a new asset.
* Bullet assets as well as gun assets had to be created as they were not provided, A projectile script was then created to be applied to all player bullets for each gun used by the player.
* A weapon script was then created which would be applied to app weapons used in the game which fires the projectiles from the projectile script out of the weapons.
* A general enemy script was created that controls the health, damage, speed ect of the enemies in the game.
* Created player and enemy health where the player can kill the enemies and they disappear vise versa. Enemies also able to chase the player around the level.
* Created a camera follow script as the player was moving out of view from the camera while running around the level killing enemies, a cursor follow script was also created so that the player spins and turns in the direction the cursor is facing a much better design implementation than using the arrow keys.
* Wanted more enemies in the game so created some more enemy assets such as the drone. I then created an enemy spawn script where it would take in an array of enemies and spawn that various points in the map that have been selected as spawn points.
* Stoppers were inserted into the game so that the player and enemies were unable to run off the edge of the level.
* All enemies were given a tag and layer of enemy so that they would not collide with each other, these also useful as I removed the collision layer for enemies with the boundaries as they were getting stuck when spawning.
* Created script to make enemies drop weapons once killed. Not useful now as I am unable to get the current weapon to destroy/unequip itself once the new weapon is picked up.
* Created assets for the Hearts for the health of the player 1 version as red hearts and the second version as cracked black hearts.
* Implemented a UI canvas that places the hearts in the top left of the screen. Once attacked by an enemy depending on the damage they deal the corresponding amount of hearts will turn black and cracked.
* Used the script that I had created for enemies dropping weapons and substituted the weapons for the sprite of red hearts where once a heart is collected the player gains one health back if he was injured at the time, if no damage has been taken the hearts will be useless.
* Audio was added to the game. Background music as well as shooting sounds.
* A boss enemy was created, and a script was made but for some reason the boss enemies rigid 2D collider would not work with the bullets/projectiles resulting in all bullets passing through the boss.
* A Drone controller was created as to try give the drones a better place in the game where they would spawn drones as the game went on if they were not killed.
* Waves were added to the game adding progression to it.
* A main menu was created and fleshed out with images and a play button unfortunately the script for transition to the next scene kept breaking the game so it has been left out the scene is called menu and if the game is played from unity the user will be able to see the scene.
* A custom cursor was designed and replaced the original one.
* Cannon weapon is placed in the level for player to pick up this weapon does more damage but shoots slower, is mounted onto the player.

**Critical Analysis:**

From the beginning the game doesn’t seem promising as a lack of assets, firstly the designer game next to no relevant assets that were described in the design document. Other that the game itself doesn’t follow the design document too strictly as the developer couldn’t figure out how to do a lot of the features the designer wanted. It lives true being a top down shooter but that’s it, there isn’t much else that would come out and strike a player.

**Test Plan:**

Moving the character with keyboard:

using the w,a,s,d keys check to see if the character moves around the level.

Aiming and turning:

Check to see if the character turns and follows the cursor as it moves around the screen.

Shooting:

Left click to see if the player shoots.

Enemy health:

Shoot enemies to see if they lose health and disappear.

Player health + heart animation:

Let enemies hurt the player as to see if the hearts in the top left corner change.

Check if pickups work:

Either kill enough enemies that health drops or find the cannon in the level to see if pickups work.

Waves:

Check to see if waves work by clearing each eave, 5 normal enemies, 20 normal/drone enemies and finally 1 unkillable boss enemy.

Sound:

Turn volume on once starting the game to see if the sound pack is working.