**Package Journal 1**

**19/02/2019:**

The first package is mainly preparations for bigger more challenging pieces of the final project. As such this week is somewhat of a prep-package in terms of difficulty. The three components within this package are the following:

1. Creating the scene
2. Creating the rotational movement
3. Creating the 8-direction spawning system

The idea for this package is that it will act as the groundworks needed for creating an endless defence game which requires you to defend an object by spinning around it and deflecting incoming projectiles. As these beginning scripts were easy to create without the need of tutorials or anything of the sort, it was relatively easy to implement with no issue. However, I had an issue with Unity crashing for an unknown reason, which hindered me slightly as I needed to quickly recreate lost progress.

**Package Journal 2**

**26/02/2019:**

The second package acts as a continuation from where the last package left off. It will include complimentary additions to already existing scripts to allow the prefabs within the scene to move towards the player, as well as allowing the player to hit the prefabs away once coming into contact with them. This second stage of the project was only slightly harder than the first one as it incorporates more complex (and slightly longer) scripts. The second package includes the following:

1. Creating the scene
2. Scripting the movement for the prefabs
3. Scripting the prefabs to be hit/swiped away by the player

As there were no interruptions to this packages’ completion, it went (mostly) to plan, with the exception of the prefab hit script taking longer than anticipated due to complexity.

**Package Journal 3**

**05/03/2019:**

The third package was rather simple to create as far as scripting goes. However, creating the actual particle effect took some time which is why enable script took so long to create, as I needed to create the particle effect as well. The third package includes:

1. Creating the scene
2. Creating the projectile destroy script
3. Creating the particle effect enable script

However, as there were no interruptions when doing this package, the time it took was exactly as predicted, albeit a tad long.

**Package Journal 4**

**12/03/2019:**

The fourth package will simply include variations of the current prefab type, giving the prefabs new characteristics to keep the player on their toes. It will include the following components:

1. Creating the scene
2. Creating the “rotate” projectile
3. Creating the “teleport” projectile

As you can gather, the rotate projectile will rotate moments before reaching the player, and the teleport projectile will teleport to the opposite side of the player once it reaches a certain distance.