

# Production Diary

## Week 3 (12-02-2021)

Research: I researched my chosen specialism and found this video “HOW TO PROGRAM - Getting Started!” By Brackeys.

Watching this video was a good refresher for me and helped me get back on track after returning back to game development from the winter break.



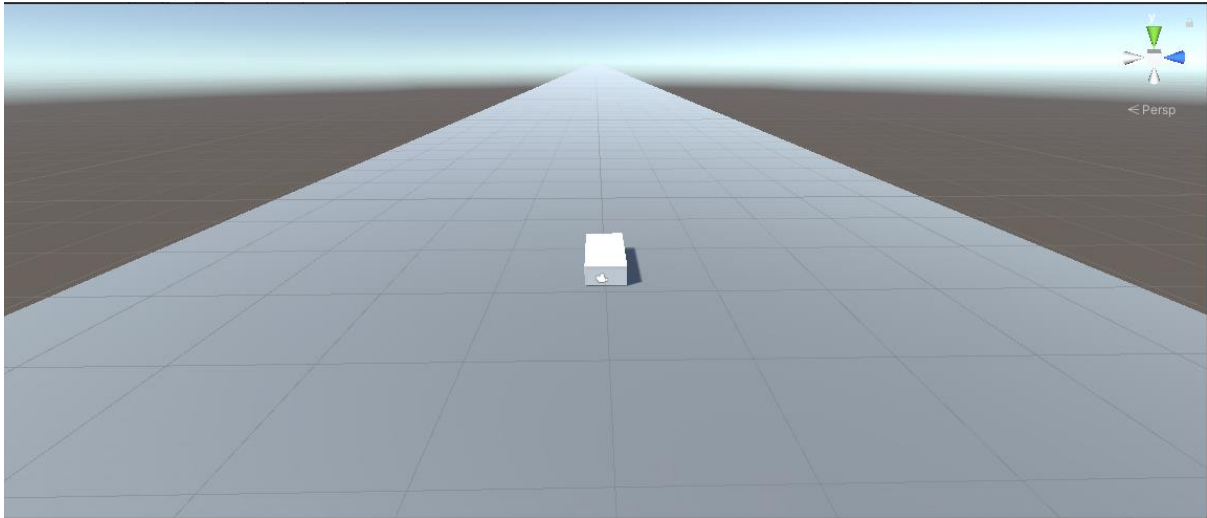
(<https://www.youtube.com/watch?v=N775KsWQVkw>)

## Week 4 (19-02-2021)

My specialism of choice was programming. The three briefs I chose for my specialisms are currently: Speedometer, FPS counter and instanced scrolling material. I chose these three as they would help me get on the right track to becoming a better programmer. I chose to start small and use what I learn from these briefs to assist my solo game development. The first brief I am going to do is the speedometer.

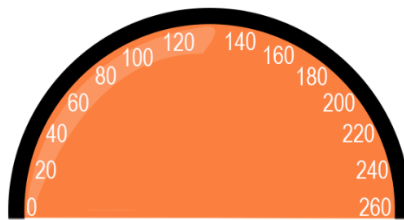
**Week 5 (26-02-21)**

I began by make a cube move using inputs from a keyboard. I then had to make the speed of the cube slowly increase so that I could show my speedometer in action.



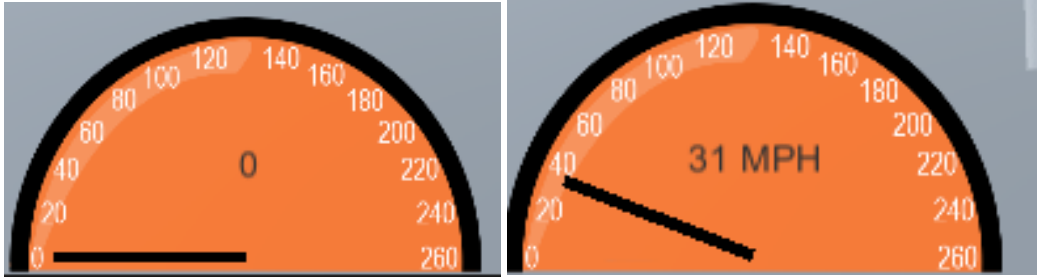
**Week 6 (05-03-21)**

I began designing the UI for my speed o meter, after making a few changes to things such as colour, size and text I have finished my speedometer.



**Week 7 (12-03-21)**

I have implemented my Speedometer into unity and worked on getting the number on the speedometer to show the current speed of the cube however it was not working as the calculation I was using wouldn't work with transforming the cube. After dropping the cube off of the ground into the void and seeing that the speedometer was now working, I then changed my method of moving the cube from translating it to adding force. Then I had to make the angle of the arrow / needle indicate the cubes current speed (MPH). This wasn't too hard as all I had to do is set a starting point (0°) of my needle and the max speed point (-180°) for my needle then I needed to set my max speed which is 260. This is so the arrow can correctly rotate towards the correct value on the speedometer. My speedometer is now complete.



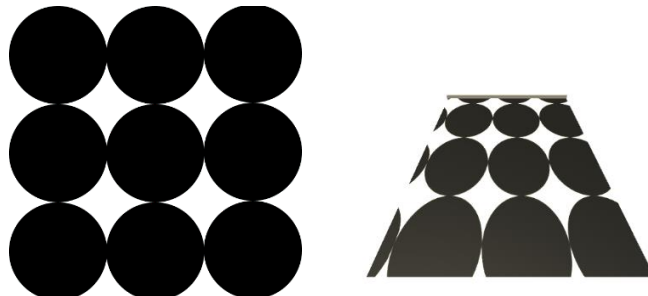
### **Week 8 (19-03-21)**

This week I have begun working on my in instanced scroll material. After researching it for a bit I decided I wanted a material that would best show the purpose of an instanced scrolling material. I have chosen a water texture. I have applied this texture to a surface and programmed it to scroll in a specific direction with a tuneable direction however I was not happy with the water texture I created and was using.



### **Week 9 (26-03-21)**

I have changed the texture of the instanced scrolling material to that of a pattern I have created in photoshop as this is of a higher quality and better shows the purpose of an instanced scrolling material.



**Week 10 (02-04-21)**

I have begun work on my FPS counter using programming and the Unity UI system. It is currently working and I have implemented a method to show a small drop in frames.

