Harry Miller

Production Diary

12th February

I decided I'd take programming as my specialism this semester. I was considering taking a different specialism, for example game design, so that I could further develop my skills in that field, however I feel that at this point it is better for me to focus on and develop my programming ability, when it is 100% what I'm going to be doing when I get into industry. Taking programming as my specialism is also a requirement for BSc, and I feel that a BSc would help me get more jobs in programming than a BA would.

16th February

For the first programming specialism, I decided I would start with one of the beginner briefs. I chose to make an auto scaling textbox, which I finished pretty quickly. I did this by getting the preferredWidth of the text, and setting the width of the outer box to match this width. I also wrote some code to put other sprites on the ends of the box sprite, to make it look nicer and ensure that end pieces of a textbox artwork wouldn't stretch. I think next week I'm going to go for one of the intermediate / advanced briefs, as that should be more of a challenge for me.

23rd February

Today I started trying to learn HLSL to do the outline shader brief. It's. New.

2nd March

I've made an outline shader using unity's shader graph. It's not allowed for the final submission, but it allows me to visualise how I could make it through HLSL. I've also continued learning HLSL.

16th March

I started trying to write out the outline shader. It's a mess, and my brain hurts. But I think I'm making (slow) progress.

19th March

Today I learned why backups are important. My hard drive died today, losing all of the work I've done up until now. The good news is this is a google doc so I haven't lost this. The bad news is I have lost the stuff that this is talking about.

20th April

Today I wrote an FPS counter and speedometer for their two briefs. These didn't take too long.

27th April

Today I did the rolling road brief. This was surprisingly challenging, but I got there in the end.

18th May

Today I hit a new level of panic. Forgot about all the work I lost. Rewrote the autoscrolling textbox but definitely don't have time to go back to the outline shader brief. I'm going to try to get a harder brief done, but I'm not sure if I'll have time.