**Production Doc - George Irtelli**

**Tues, 16th Feb 2021**

Started **Speedometer** brief, completed build for 2D

**To Do:** Build for 3D

**Fri, 19th Feb 2021**

Started work on building a working **Speedometer** in 3D, logic in place, I need to develop basic movement.

**To Do:** Work on setting Forward velocity to facing direction as opposed to Z-Axis

**Wed, 24th Feb 2021**

Started the brief “**Hit A Moving Target**”. Built basic AI current position tracking using Raycast2D and vectors

**To Do:** Give AI Player Speed (as a Vector) then use vector math to predict movement

**Tues, 3rd Mar 2021**

Continued work on tracking AI, Loosely tracks based on speed vector.

**To Do:** solve prediction equation for movement away/towards the enemy agent.

**Thurs, 5th Mar 2021**

Created alternate solve for AI prediction, dilating bullet speed slightly above or below its base value depending on calculated travel time to the player object.

**Tues, 9th Mar 2021**

Catch-up day filling in documentation for previous projects.

**Tues, 16th Mar 2021**

Started the “Shuffle” brief, created a custom buffer system that generates a custom string of numbers that doesn’t repeat the same number until at least 3 new entries.

**Tues, 23th Mar 2021 - Fri, 26th Mar 2021**

Started the documentation process of all briefs, summary of scripts and user guide.

**Tues, 13th Apr 2021 - Onwards**

Optimization and improvements to code for submission