**Production diary**

Marton Sarosi

Programming specialism

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| Date | Progress made | Plan for next week |
| Week 3: 07/02 – 13/02 | First specialism session. Started working on radar brief. | Continue working on radar for 2D top-down game. |
| Week 4: 14/02 – 20/02 | Realised the radar doesn’t need to be like a submarine’s where it is sweeping. It’s getting complicated and it might be easier to make it in 3D. | Will try to make the radar in 3D. |
| Week 5: 21/02 – 27/02 | Following a different tutorial, I made the radar in 3D. | Work on the extra credit for the radar. |
| Week 6: 28/02 – 06/03 | Made it so objects stay on the edge of the radar once they are out of range (extra credit). | Choose a new brief and start working on that. |
| Week 7: 07/03 – 13/03 | Started working on Speedometer. I’m recording the speed with code but couldn’t get the Speedometer on the UI working. | Figure out how to get the Speedometer working on the UI (extra credit.) |
| Week 8: 14/03 – 20/03 | Wrote a new script (slightly different than the first one) and got the extra credit working. | Choose my 3rd brief and start working on that. |
| Week 9: 21/03 – 27/03 | Started and finished my 3rd brief: FPS Counter. | Apply the FPS counter component to different Unity projects for the Show ‘n’ tell session. |
| Week 10: 28/03 – 03/04 | Put the 3 components into one unity scene for the show ‘n’ tell and the fps counter into a Unity HDPR scene for comparison. | Add the documentation to all 3 unity packages. |
| Week 11: 25/04 – 01/05 | Finished the documentation, all 3 Unity packages are ready to be handed in. | Write the reflective document. |
| Week 12: 02/05 – 06/05 | Wrote the reflective document, turned everything in. |  |