Production Diary

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Production: 4X Programming Briefs

| Date | Action Taken |
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| 7th-11th February | Picked Radar Brief |
| 8th Feb | Researched different radar systems |
| 14th Feb | Attempted to make circling radar system |
| 15th Feb | Switched to a different radar system |
| 18th Feb | Updated Player Movement and added radar line |
| 21st Feb | Picked Edge Detection Shader Brief  Looked at different ways to do outlines in Unity |
| 28th - 4th Feb/Mar | Added Edge Detection Shader and testing models |
| 7th - 11th Mar | Picked Image Compositing Shader Brief |
| 11th March | Looked at Unity greenscreen effects |
| 14th - 18th Mar | Getting the shader to work with images/videos/gifs and adding customizability |
| 21st - 25th Mar | Getting the scripts to reference the webcam/the right webcam in order to greenscreen them as well as put them in the UI |
| 28th - 1st Mar/Apr | Picked the Audio Frequency Detector Brief |
| 4th - 8th Apr | Attempted to make an audio visualiser, but wasn’t customisable enough for the brief requirements |
| 11th - 15th Apr | Switched to a simpler audio visualiser which allowed the bands and intensity to be modified. |