

25.4.25 9-14 = 5h

Initial game design ideas, scope etc.

"A simple one level survive as long as one can game. Space invaders with a twist."

28.4.25 9-10 = 1h

Creating player movement.

1.5.25 11-12 = 1h

Creating a script to spawn invaders and move them.

2.5.25 9-14 = 5h

Creating a script to spawn invaders, and a Kamk meeting at 12:00.

5.5.25 15-17 = 2h

Added random interval for invader fire, added player bullet reflection for testing.

5.5.25 18-19 = 1h

Set reflected player bullet to damage the player, added shield as a child for the invaders.

9.5.25 16-17 = 1h

Set the invader shield to switch on and off.

11.5.25 12-14 = 2h

Attempted to add a game manager with a bullet pool for invaders.

12.5.25 12-13 = 1h

Fixed a NullReference related to a common bullet pool by giving individual bullet pool for each invader.

13.5.25 14-15 = 1h

Set shield to activate randomly for a single invader.

15.5.25 13-14 = 1h

Added score and life counters to the UI.

16.5.25 10-11 = 1h

Set all invader bullets to use one pool.

19.5.25 10-11 = 1h

Added a high value UFO.

19.5.25 13-14 = 1h

Set Hiscore to be stored when the player runs out of lives.

20.5.25 10-11, 12-13 = 2h

Set high value UFO spawn locations and random direction of approach.

21.5.25 9-10 = 1h

Set Ufo to reset correctly when killed or exiting the playable area. Widened the invader movement area.

21.5.25 10-11 = 1h

Set scene change to main menu when the player has lost all lives.

21.5.25 12-15 = 3h

Added raycast check for Invader shield (Still issues, try raycastAll).

22.5.25 9-15 = 6h

Set the shield to be randomly given to the Invaders that have checked for obstacles with raycastAll.

23.5.25 12-13 = 1h

Added return to menu button, exit button, fixed hiscore update.

23.5.25 12-15 = 3h

Set invaders to respawn after all of them are destroyed.

23.5.25 15-16 = 1h

Set invader speed to increase after each destroyed wave.

24.5.25 12-14 = 2h

Added a pause menu with a continue button and set the player, enemies and bullets to freeze while the pause menu is open.

24.5.25 14-15 = 1h

Fixed enemy bullet staying paused after hitting the player, adjusted UI layout.

24.5.25 15-16 = 1h

Set each new wave to have a lower bullet and shield threshold. Set the player to stop if colliding with the left or right bumpers.

24.5.25 18-20 = 2h

Added comments to the code and removed some unused lines and scripts, fixed an issue related to the continue button highlight when hovered.

25.5.25 12-14 = 2h

Added comments to the code and removed some unused lines, small optimizations, set the player to lose the game if invaders reach the player y position.

25.5.25 14-15 = 1h

Created a build, changed text in the main menu. Removed unused content from the project.

25.5.25 15-16 = 1h

Reduced invader movement interval, recorded gameplay footage.

25.5.25 16-18 = 3h

Writing report, creating UML-diagram.

Total: 55h