

Development Blog

We have created a development blog in addition to our project management tool 'HacknPlan'.

Blog Posts

The blog has posts both for summaries of tasks that team members completed each week and more information on design decisions that we made. These can be seen separately by tags which can be filtered with the links below:

All Blog Posts: <https://icantseegame.blogspot.com/>

Team Report Posts: <https://icantseegame.blogspot.com/search/label/Team%20Report>

Design Points: <https://icantseegame.blogspot.com/search/label/Design%20Implementation%20Point>

HacknPlan

[Hacknplan](#) is a tool we have used through our development to track tasks, people and deadlines to maintain a agile production environment. All the work that we have done can be found under 'Boards/Assignment Development/Closed' and future features that we intended to include (or bugs to fix) under 'Boards/Future Features'.

The HacknPlan can be found here: <https://app.hacknplan.com/p/108141/dashboards/project>. Jamie and John should both have accounts created and approved, if there are any issues with access please email me (s1800707@glos.ac.uk) and I will fix this as soon as possible.

Videos

This submission contains a video which includes a presentation and gameplay videos (one from the Player Perspective and one with lighting to demonstrate mechanics)

Presentation

The final PowerPoint presentation can be found here:

<https://docs.google.com/presentation/d/1rKo4CWzPALQNao6Q9ZEckFsMFC4YAAckUYJWhSdqxw0/edit?usp=sharing>