<New Lands> - Progress Journal

# Task Progress

Week 1 – Henry and Luke agreed on a game idea and started documenting workflow ideas and design details on Trello and worked on the design document.

Week 2 – We didn’t achieve a lot this week as Luke had to work overtime Monday and Henry came down with Covid, Luke messed around with a bit of prototyping for a character controller, but it wasn’t working out so well. Scrapped most of it.

Week 3 – Tweaked the game idea as our scope was probably too big for this time frame. Spent some time getting Git up and working, still having a few merge issues. Tried to get assets in the game but not 100% sure how to implement them correctly, they also caused problems with git. Henry is focusing on the main game development at this stage, and I was working on some of our documentation (e.g., setting up this journal) so we don’t get stuck with trying to rush it all at the end.

Week 4 – Didn’t achieve lots this week as Henry was sick with covid, I had to work late Monday night and missed class. I tried to do some stuff Wednesday setting up collectible resources for the game but ran into version control issues again. The project didn’t appear to upload correctly to git and when I tried to work on a version of it. I encountered errors that I couldn’t fix, and the project was a bit broken. I continued to work on some of the documentation instead.

Week 5 – In Henry’s time off with covid he started a new version of the game and brought that on Monday for us to continue with. The game was the same concept, and Henry had also implemented resources and the base for the progression system. We spent a lot of time trying to upload the new project to git which was again being difficult due to Git 100mb file restriction and GitLFS being a pain to set up. We changed to bit bucket and finally got the project uploaded successfully so we can work on it collaboratively. Came up with some more ideas to make the game better regarding progression, enemies and a minimap.

Week 6 –

Week 7 –

Week 8 –

Week 9 –

# Issues Found

* Game scope was initially too large, had to tweak the ideas to make it more achievable for our skill level and time frame. Both of us have jobs and commitments outside of class so it is difficult to put in a lot of hours outside of class.
* GitHub was giving us grief with merge conflicts, and it didn’t like when we uploaded asset packages in the project for some reason, wasted a bit of time trying to fix.
* Struggling to import specific items from asset packs Luke purchased, if it proves to be too difficult then we will just get something a bit more basic.
* GitHub 100mb file limit proved too difficult to upload the projects without breaking changed to Bit Bucket.
* Bit Bucket account was painful to set up and clone a repository due to some weird access protocol they implemented. Nick helped us figure out how to set it up correctly and get the version control working.
* The new version of the project that Henry created was in a newer version of unity that wasn’t installed on the AIE computers which slowed our development for the night.

# Feedback Gathered

**Feedback gathered throughout the development of the Game Project from peers and results from feedback, i.e. what was changed during the development based on feedback**