<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 –

Week 5 –

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.

# 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**