<New Lands> - Progress Journal

# Task Progress

Week 1 – Henry and I 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 I had to work overtime Monday and Henry came down with Covid, I messed around with a bit of prototyping for a character controller, but it wasn’t working out so well trying to incorporate some assets we wanted to use. Scrapped most of that work in the end.

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 was focusing on the main game development at this stage, and I was working on some of our documentation, 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 Bitbucket 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 mini-map.

Week 6 – Monday was a public holiday, and I was away all weekend, so I didn’t achieve much since last Wednesday. We are still having issues getting Bitbucket working properly so collaborating has been frustrating and time consuming to work around. I was finishing off the workplace ergonomics exercise and trying to solve our issues with Bitbucket so we can spend the last few weeks working efficiently on the game. Also helped fix some of Henry’s issues with the scripts he had set up. Just small bugs here and there like resources not being destroyed once they are collected.

Week 7 – The project was not uploading to GitHub or Bitbucket as it was too large, we sort of had to start again for us to work together properly and the project had a lot of errors and Henry created it in the wrong version of Unity so we couldn’t really work on it a lot in class as we can’t install other versions. I got the character controller and enemy working for the project. Need to get resources and NPC’s in. Probably won’t have enough time.

Week 8 – Spent this week getting the resource system working so that when the player collides with any resource, they collect a number of that type. The resource totals are displayed to the player on the Game UI. The resources I created are intended to be placeholder resources, but I doubt I will have time to make them more realistic.

Week 9 – Spent this week making the final adjustments to the game, got the enemy and resource counters working. Once I had these working, I spread out the enemy and resources all over the map and it became a bit of a parkour game. I also completed all the paperwork I had to and logged the play testing and feedback into my documents.

# 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.

# Feedback Gathered

Nick gave me some good feedback regarding the gameplay. He noted that it was fun to try climb the buildings. Based on that note I decided to add lots of collectible resources onto the buildings and around the map, so it encouraged the player to move around the map and challenge them to climb the buildings which was actually kind of tricky. We also dumped a lot of enemies around the map for the player to shoot at. We didn’t have a health system implemented yet so they couldn’t kill the player but it fun shooting them and they provided more value to the game.