Developer Diary For MAD-3 (Space Runner 3D)

# 02-11-2020 – 20-11-2020

Read the Design Document of Space Runner 3D started research on assets and endless runner implementations. Researched and Discussed Multiplayer Functionality with the designer. Discussed the 3d Design aspects of the game with the designer. Changed the design of the space gameplay by discussing with the designer like instead of moving the ship into only three lanes the ship now could move anywhere in the skybox.

# 21-11-2020

Project setup and Started the development of the game with the development of the ship with the help of cubes. Experimented with different player ship movements by adding the movement script to the ship and at this point there is a white ship made of cubes which can move left, right, down, and up with the delegated keys.

# 27-11-2020

Researched Creating Asteroids and Created basis asteroid models and applied script which creates hundreds of asteroids in a grid that are rotating randomly.