# A screenshot of a computer AI-generated content may be incorrect.

# 7 – Implementation

Research

The

## 7.1 Sprint 1 (8.11.2024 – 22.11.2024)

Overview

This was the first sprint of the project, after attending the required seminar, I chose the type of software project I wanted to develop – that being a game, and selected an assistant supervisor to support the project. The choice of creating a game came easy to me as I aspire to work in the games development industry post graduating, with this project complete it would stand as a solid portfolio piece I can show to employers and display on my portfolio website (morganhodge.co.uk). This project would also strengthen my skills as a game developer, through project management , good use of version control, and 3D Unity skills.

During this first sprint I focused on outlining the initial concept, goals, and setting up my workspace. At the required seminar I was informed that a Game Design Document would be required so I started planning that out as well.

Sprint Tasks

* Set Up Work Environment
  + Create Github Repository
  + Set up Github Desktop
  + Create new Trello board and give access to supervisor
  + Gather all required information such as briefs and required documentation and add them to the repository
* Level Design (Paper Based)
  + Level 1
  + Level 2
* Basic Player Movement
* First Person Camera Movement (Mouse)
* First Person Walking Movement (Keyboard)
* Test Scene Created

Summary Of Actions

The player movement created for this first sprint was required as I wouldn’t be able to proceed with the development or test anything I would be implementing if I could not move around the scene.

The code implementation shown in figure xyx shows how the movement was set up , the good thing is how interchanagble it is you can easly change speed sense etc

The paper based diagrams were created in this sprint but were not displayed until the devlog 1.

## 7.2 Sprint 2 (22.11.2024 – 6.12.2024)

Overview

This second sprint mostly consisted of setting up game states such as a pause menu

Research was also conducted in this sprint, looking at art styles I could use as well as potential assets for the enemy type – this was documented within the Devlog 1.

Sprint Tasks

* Devlog 1 created – <https://www.youtube.com/watch?v=Su4Demj-MFw>
* Paper Based Concept Art
* Created basic UI on Inkscape
* Game states created Menu-Start-Pause
* Movement tweaking

Summary Of Actions

Concept art was sketched up, this was the result:

A paper with drawings and words

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*Figure X, Concept Art*

The UI was created using inkscape, I new this was not going to be the final version of the UI that would be used in the game as I just needed a placeholder for time being, as a result this was created:

A screenshot of a video game

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*Figure X , Basic UI created in inkscape*

For the game states I wasn’t sure if I had to make separate scenes and assign them numbers in the build etc but it was apparent through online resources that I just had to make a new canvas.

## 7.3 Sprint 3 (up to here it has been lore accurate)

Overview

Sprint Tasks

* Devlog 2 -

Summary Of Actions

## 7.4 MVP

## 7.5 MAP

## 7.4 Uploading The Game