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

# 7 - Implementation

## 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

## 7.2 Sprint 2 (22.11.2024 – 6.12.2024)

Overview

Sprint Tasks

* Continue on level block out
* Start to create mechanics such as wavemanager?
* Create basic UI
* Game states (start , menu , pause)
* Devlog 1 -

Summary Of Actions

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

Overview

Sprint Tasks

* Continue on level block out
* Start to create mechanics such as wavemanager?
* Create basic UI
* Game states (start , menu , pause)
* Devlog 1 -

Summary Of Actions

## 7.4 MVP

## 7.5 MAP

## 7.4 Uploading The Game