Log:

I did all the music functioning on my own. To do which, I mastered Sibelius and Logic pro x. Sibelius is a software to write down music scores and create symphony. Logic pro x is a software to edit MIDI and edit voices to make them sound better.

I composed all the music and every instrument in the music and every scores on my own, except one of my music is an manipulated version of *the planets, op. 32 - iv. jupiter, the bringer of jollity* by Gustav Holst, to honor him leading me into the world of Symphony when I was a kid.

The 3D models, I craft them in AUTODESK’s 3ds max, and make some of the Texture mapping in Adobe Photoshop CC.

There was many difficulties encountered.

The one that mostly impressed me is the one related to unity3D physics engine.

OnTriggerEnter and OnCllisonEnter cannot be awake simultaneously. If the IsTrigger, we cannot reflect the shell. If use OnCllisonEnter, we cannot deal with what to do with that shell.

亮点:一个一直在移动的随机产生点。