SPACE GUARDIANS’ MULTIPLAYER

**WORKING LOG**

Week ending 13 March

* **Player Billboarding** has been implemented so that the UI follows the player cam instead of the scene cam.
* **Transaction Validator** has been temporarily disabled until store apps are registered and App API IDs have been attached to the project to prevent null exceptions.
* **Desktop Keyboard Controls** have been added now so that the player ship is controlled using WASD for forward/back and strafe left/right. The Right/Left arrow keys are used to rotate the player ship. Rotation acceleration and dampening has been applied to the appropriate keys to give it a better feel. Sensitivity modifiers to be added to control menu in future but cannot be added until the mobile controls are working to reflect similar movement style as the PC / Desktop version of the game.
* **GitBook War Commander / Commander Console** information has been added to explain the system in the WAR game mode.
* **Closed Alpha Controls Demo** has been compiled on PC and tested. This works as intended. Mobile controls are yet to be updated to mirror similar movement. Once this is done we will release controls test to the beta testers to receive feedback.
* Graphical user interface, application

  Description automatically generated**Weapons NFT Header Art** has been designed and finalised. Please find the art attached below.

Week ending 5 March

* **Mobile/Desktop Controls** have been recoded to match preferred movement patterns. More work is needed on the controls systems, specifically movement related to strafing and movement skills such as “micro warp” and “blink”. PC controls hide the thumb sticks but are still viewable in the editor for debugging purposes.
* **Mobile UI (In-Play):** In-play UI concept design completed. Followed typical MOBA layout, integrated evolution meter into the left control stick with independent activator button to the lower right. Subject to change. First concept. NOT final art, only layout design created for UI artist to use as reference.

Week ending 26 February

* **GitBook** additional topics added including the Trade System.
* **Code:** Project roll back to the initial setup stage before CBS was implemented in preparation for final setup. Cross server back end server solution to be configured in coming week which offers leader board, battle pass, vanity store, authentication service and more.

Week ending 19 February

* **GitBook** rewrite completed. The document now covers all systems found in Space Guardians in detail and can be viewed here <https://defverse.gitbook.io>

Week ending 5 February

* Space Guardians Project
  + **GitBook** documentation rewrite. Given the changes and development ideas that have been added to the project over the last 9 months, the GitBook has required a comprehensive rework. This rework includes all additions, revisions and new content as of Jan 2023. The GitBook is being compiled to contain all information from the 3 previous white papers which contained information specific to DEFVERSE platform, Space Guardians project and the development logs. This will also result in the removal of the Alien Wipeout P2E (pay-to-earn) clicker since we’re no longer adopting that financial/business model.

Week ending 29 Jan

* Space Guardians Project
  + **Testing Scripts** have been added to the project for QA testing (used by devs at present but may be open to the QA / Beta Testing team in later releases
  + **Menu Design Documentation** has been written which outlines the functionality and purpose of each interactable element in the menu. This document will be released to the public via the GitBook. *SG Menu Design Information v1.0.docx*
  + **GitBook** sections have been edited to include the Space Guardians project. Began implementing the Space Guardians Whitepaper v1.0.4 into the GitBook correctly.
  + **Encryption Algorithms** have been implemented and tested on core data to ensure compatibility with all services. Encryption is one element of our security layer which uses a variety of algorithm and dynamic keyword generation to reduce the chances of any vital account / game data being compromised by hackers and cheaters.

Week ending 8 Jan 2023

* Space Guardians Project
  + Setup of the new project environment. This new project uses a dedicated server architecture (Playfab) as well as some core packages in Unity to act as core foundation for our dedicated server management and networked play solutions
  + Setup of the associated packages needed to initialize the dedicated server and multiplayer lobby services (Photon)
  + NEW development log created for the multiplayer edition of the game. This will act as the core development documentation for the game forthwith

**LAYOUT EXAMPLE**

Text

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