Time log:

September 10 – 16: Worked on the prototype of the game. Drew up wireframes of how the game is supposed to look as a bare bones structure. Edited the design document when I was finally able to join a group and see the submission requirements.

September 17 – 23: Worked on researching procrastination for the trivia game. Made 6 questions based on the research I did. The format of these questions made me re-designed the format of the trivia game; it will have many more Yes/No questions followed by an explanation. Expanded upon the basis of the simulation game, the user will have the ability to sleep, talk to a friend or exercise. The goal is to complete the tasks in the time allowed. Each task has a predefined time cost, but the user can use these breaks while doing the task if it results in a quicker time completion.

September 24 – October 7: Researched how to make buttons work and how to implement a score mechanism for it.

Videos:   
<https://www.youtube.com/watch?v=QbqnDbexrCw>

<https://www.youtube.com/watch?v=YUcvy9PHeXs>

<https://www.youtube.com/watch?v=LsUiJItfzxU>

<https://www.youtube.com/watch?v=TAGZxRMloyU>

Problem to Solve: Needed to make the actual UI for the question and its answer screen. Also need to program the buttons itself. Additionally, need to implement some sort of scoring scheme so the user can see their score at the end. I’m not using a scoring scheme in the trivia section; I decided on not evaluating the trivia section. It’s just going to be for learning.

Picture of the Question:

A screenshot of a blue screen

Description automatically generated

Picture of the Answer Screen:

A screenshot of a computer screen

Description automatically generated

Picture of the Button Script:

A screen shot of a computer program

Description automatically generated

Troubles: Figuring out how to make a score object that persists and is available no matter the game scene is difficult, but I think I have the answer in one of the videos.

October 8 – 21: Cleaned up scene manager (removing scenes and adding in new ones). Further prototyping the procrastination simulation, including task, levels, difficulty, and data to be tracked. Worked on experimental versions of the simulation to test game connectivity to other scenes and persistent data throughout the game. High score feature was prototyped as well. Experimented with energy bars and various scoring systems for the simulation.

October 22 – November 4 – Finalized the tasks I want the user to complete during the simulation. Previous versions of the simulation have been scrapped due to the overall objective not matching the concept of the game. Previous versions of the simulation focused on time management which isn’t a cause for procrastination. Now it will have restricted choices that simulate a procrastinator. For example, you can choose to regain some of your productivity with one of the choices or risk doing a task now and not getting an opportunity to regain your productivity in a later scenario. Further testing of the elements required for the simulation was done. Getting data to persist throughout multiple scenes has proven to be a bit difficult. It is still something I am working on. Once done, however, the biggest challenge will be planning out the scenes and making sure they connect properly. An error here will throw off production massively, so I plan on typing up the entire simulation, scenes and scripts included to ensure it goes smoothly.

Nov 5 – Nov 20: Fleshed out the simulation questions and have a general idea of how to upscale in difficulty if time permits. Also got the hang of persistent data and I am working on typing up the code into the sim file so organization of the scenes is maintained.