# Logbook – William

I am making this retroactively. My apologies, I lost my files before making my github and forgot all about it. However I’ll breakdown what I did in the 2-ish weeks I had.

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| Week 1  -startup docs  -startup prototype | I had started making all my documents. Trying my best to fill them in to my limited knowledge of what I needed.  I made the prototype using godot, setting up a main scene and figuring out scene transitions since I hadn’t used it in a while. |
| Week 2  -lost docs  -finished base of prototype  -remade docs mostly | I had lost my docs for this class(along with my school portfolio and some other personal files on my desktop). Forcing me to start over on that process, now with much more information.  I added a player scene and a dialogue addon to my prototype, then finished up by making an interactable scene with interaction built into the player. |
| Week 3 (kinda, not an entire week just a couple days)  -finished docs  -finishing touches prototype  -finished video pitch(kinda, I did NOT have much time) | I spend countless hours writing away on my documents and managed to get them all neatly finished within a few days.  I finished up the prototype early, so I added a few finishing touches to the prototype, like a few new sprites and an actually interactable NPC.  I ended up making a way less extensive video pitch than I had originally planned due to time constraints, but tried my best to keep it to the three main criteria. |