Team M-Bomb

“Defiant Worlds” Log Book

# Meetings and Changes:

## Jan 28th

During this meeting, our group decided upon the genre and theme of the project, as well as deciding upon core aspects of the project and scoping the project.

Between this meeting and the next, the project was set up to allow work to start, with the different areas of the project separated and required media included and available for use.

## Feb 4th

During the meeting, we used the various UML diagrams constructed in order to help delegate areas of work to team members, so that we would all be able to work on our own areas within the project, which also makes the use of our online repository easier.

During this week, a large part of the classes were set up and a lot of input control was added, as well as music and additional media sourced for the project.

## Feb 11th

During this meeting, we discussed various ways in which to improve our game’s playability at a low level at an early stage to help minimize feature backtracking. We also collaborated on completing system design documentation.

Throughout this week, a large amount of UML and other design documentation was done, and support was added to allow queuing of units and key game components were added, such as an initial space scene in which fleet combat would take place.

## Feb 18th

This meeting was used to discuss the various states of the game and how we were going to handle usability outside of the gameplay itself. We also used this point in order to help gauge progress on the game and prioritise features for implementation.

During the following week, a lot of work was done to further implement features relative to our chosen areas, as well as work done on improving the general usability of the game.

## Feb 25th

The meeting of this week was used to discuss the various optimisations that could be done on the work that has already been done, as to save time and effort sorting through and improving everything at the end. We also discussed the method in which large scale battles would occur.

The week was spent improving building and unit behaviour, enemy AI performance and space tactics.

## March 4th

The meeting on the 4th march consisted of discussing the specifics of a possible game economy, unit behaviour choices and collectively fixing bugs in the current project.

During the week, population limits and costs were implemented for players both human and AI and an economy system was implemented.

## March 11th

The meeting this week consisted of giving all group members to voice any possible concerns they had at this point in the project, whether it be with design, implementation etc. We also use the time to get tutors and other students to provide verbal feedback on the project thus far.

This week the changes to the project included space scene UI adjustments and data feedback as well as implementing a fully functional news ticker to display game news.

## March 18th

Following feedback from tutors, the meeting was focused on the necessity of having an aesthetic project as well as a functioning one, with simplicity being a focus. We discussed ways in which to visually simplify what will end up being a complex project outcome.

Throughout the week, different skins were added to units and buildings to indicate factions in order to eliminate possible confusion, as well as a settings page implemented and improved world environments for both worlds.

## March 25th

March 25th meeting was focused on the continuation of the aesthetic improvement theme. We re-prioritised goals and also performed group testing to identify any possible gameplay improvements.

Following the meeting, we worked on unit attacking on both worlds as well as in space. These were focused around fully implementing, improving and optimising particle systems relating to attacks, implementing AI difficulty options and adding the ability to save and load a game in progress.

## April 1st

Due to the fact that this week was an un-timetabled week for university, a physical meeting did not take place. Instead we used the week as an opportunity for each group member to focus on their feature area with the ability to talk to other group members for advice, help with a problem etc.

During this week, Building destruction was implemented, in addition to an expanded scene for the space battle state, a victory or defeat condition that can be met, UI transitions between menus and many bug fixes.

## April 8th

At this point, the main features that would require a fully functional game were nearly complete, with the final feature being developed. This meeting was focused on fixing unit behaviour to better suit the unit type, and quality of life changes to mineral use and collection.

During this week, the final feature that would enable a complete, playable game was completed alongside a whole host of behaviour changes to unit movement and attacking, as well as optimisations to unit selection, camera movement, unit and building smoke systems implemented to indicate damage.

## April 15th

Once the game mechanics had become more user friendly, the focus was shifted back towards fixing bugs and a possible overhaul of the current UI, as it had been determined to not fit the evolved aesthetic of the game.

Over the course of this week, a complete UI overhaul was done alongside a substantial amount of bug fixes, a feature implementation so that units would automatically target an enemy unit/building if not provided one, a loading screen implemented, particle system optimisations, the ability to restart the game.