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| James O’Callaghan MGD Cw:1 Development Log | | | |
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| Week | DevelopmentStage | Summary | Next Task |
|  | Research and Experimental. | First weeks in development and ahead was a heap amount of research and work to be carried out. We have the coursework working through at steady pace, getting use to the programming language and the possibilities. | Design and Development. |
|  | Design and Development. | This week has been little more refined and push in a direction of having a concept at least put together and what directions to take the project. | Design and Development. |
|  | Design and Development. | Still split between making a directional choice for the game assets though a general concept has been established. The player will be part of the Debug Elimination Protocol squad and it your task to maintain the Terminal console if possible. | Concept Art,  Gameplay Concept,  Further research and Begin Programming. |
|  | Concept Art and further research. | This week was little more enjoyable and less reading and strain on the brain, art concepting has begun and leading on from last week general concept of who the player may be playing allowed for quite bit expansion to be done. Looking at art styles of game I like the looks of as well trying to have the game still feel like it retro inspired. The game art needs to work, look and feel good. | Polish Assets  Gameplay Concepts and Begin Programming. |
|  | Gameplay Concept and Begin Programming. | This week was little more hectic and less of the enjoying process since I first intended to implement my game loop with similar technique as I would use when programming in C# or C++ but ran into problems. It was decided that the game play mechanics would be simplistic and when for a top down shooter arcade game, that player just trying to stop enemies from reaching the main terminal and can shoot and gain points to increase highscore. If the player fails to keep the enemies back game over and the game can be played again. | Polish Assets  Expand Gameplay  Expand Programming |
|  | Polish Assets | After setting up base game loop being confident that I can achieve the game it was time to put some time into development of the art assets, Character concepts where expanded upon enemy concept art move from concepts to fully polished enemies ready to corrupt the main system. Background art and Game state art was also some thing being concepted and played with and exploring this was a really enjoyable time of development. | Polish Assets  Expand Gameplay  Expand Programming |
|  | Polish Assets | Another week of enjoyment polish off the game art, background create complete are the main loop background the template for the layout for the main menu and game over screen. Animation for each enemy and player almost complete and should be finished before next week. Given one player character, and three enemies types and varying game environmental assets general clutter. | Expand Gameplay,  Expand Programming |
|  | Expand Gameplay,  Expand Programming | This week we left behind the art and all assets finished as is as needed to move on with development so not to get hung up. Gameplay mechanics have begun to be implemented played can control the player on screen and we even have enemies rendering to the screen too. Background is implemented via CSS, but this will need to change in the future to allow the background to be a Gameobject if the plan for my gamestate is going to work as intended. | Expand Gameplay,  Expand Programming  Testing and Addressing bugs. |
|  | Expand Gameplay,  Expand Programming  Testing and Addressing bugs. | So, with all development was going to smoothly and something had to give developed slowed this week, due to uncontrollable circumstances thought some small aspect still maintained to improve the progress was starting to slow. Mainly due restriction of Covid-19 and in turn the effect of actions of the government. But the game is now sitting at a stage a playability, but some Extension work is not getting my full attention because the situation. Most gameplay mechanics are implemented and in place but there are things like the virtual joysticks and the firing of bullets that really want to smooth out before hand in. | Expand Programming  Testing and Addressing bugs. |
|  | Expand Programming  Testing and Addressing bugs. | So as restriction continue so does the progress of the project continue to struggle on and increasing the pace is proving difficult trying to find enough time to focus so that work can be achieved. Though slow progress being made is still happening and now the shooting and player movement is all implemented, enemy Ai has begun and is simplistic but the enemies are beginning to move to target to move to yet but that is coming. | Expand Programming  Testing and Addressing bugs. |
|  | Expand Programming  Testing and Addressing bugs. | The final week and it all push, push, push and everything had got bit on top of me but now with enough time to focus and really push the project over the final hurdle this week. Finish implementing the gameState get the enemies pathing to the terminal and dealing damage to the main system. Allow the player to die due to the terminal losing too much of the signal strength and the main system crashes. All sounds implemented and volumes fixed not to bust ear drums. The game object pooled and working as intended, Animation and game loop working as intended, Further testing on mobile device needing done but APK, and running on android some scaling issue but this should be resolved by final build. Check through all deliverables and finalizing all task and checking all boxes hand in week and double check isn’t enough triple and quadruple checking is what I seem to be practicing right now.  A lot of the work below is a little over scoped but this is were the game began and now what it is the final product found at the repository.  Lastly A video can be found here also for my Final presentation.  Link:  <https://www.youtube.com/watch?v=2jUGiY6_rHQ&feature=youtu.be> | Below you can find little more fun history of the development process. |

Debug Eliminator Protocol.









