Developer Diary

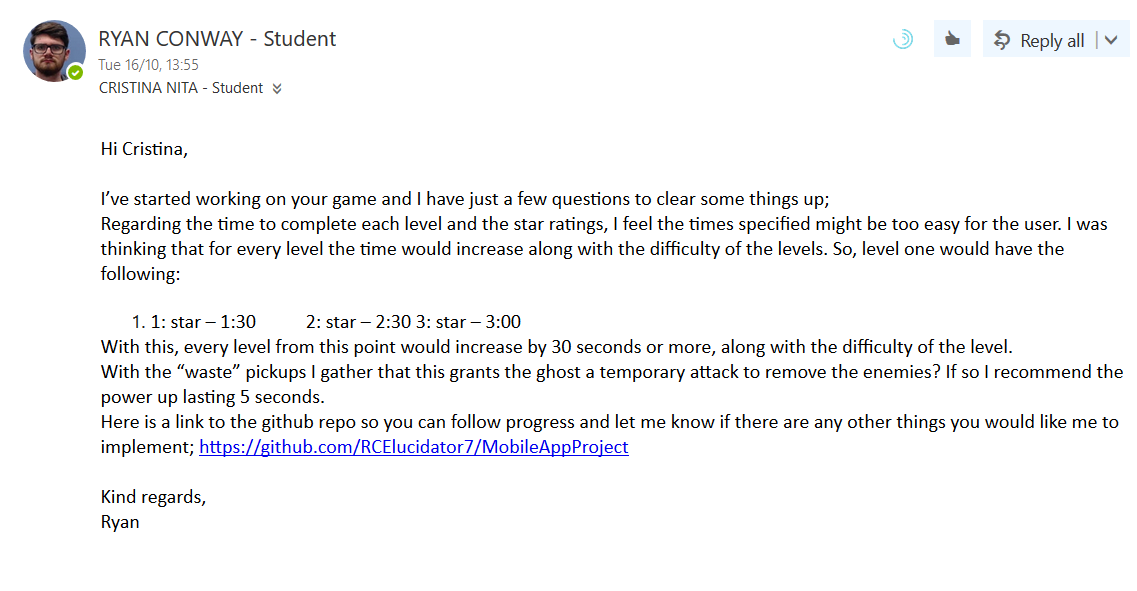
October:

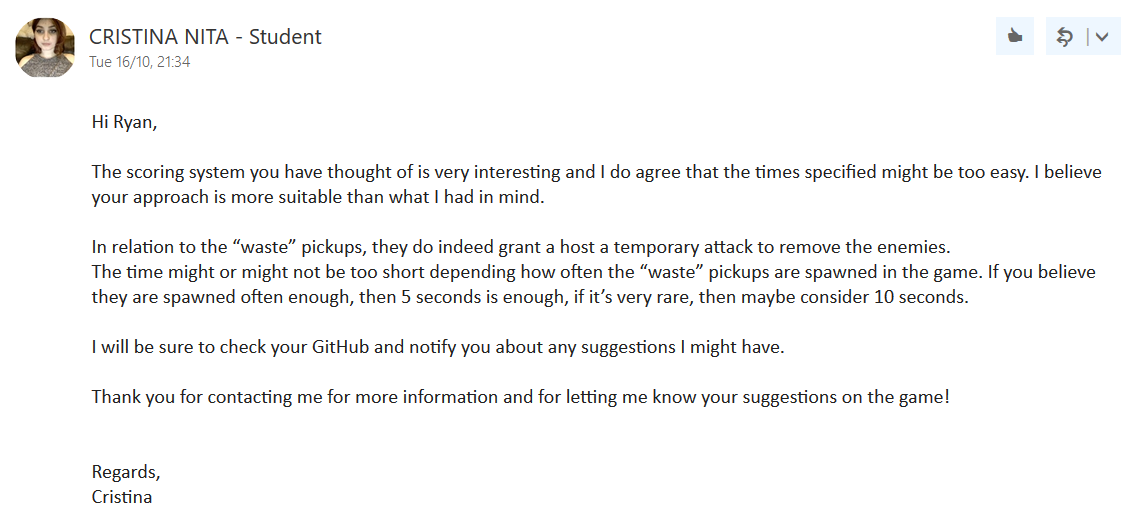
Started working on the game I was assigned to. I have talked with the customer and clarified some of the information that was presented in the design document. With this, I have now started on basic mechanics of the game with the information I have.

October 15th-19th:

This week I finished up on most of the mechanics of the game, including running and jumping, along with an enemy that chases the player when they enter close proximity. I am planning on now implementing some graphics such as better player models, backgrounds and obstacles. I will be in contact with the customer for any preferences on models and more mechanics regarding the score and win conditions.

October 21st-25rd:

This week I contacted the customer to clarify a few questions I had about the Design Document. I proposed a new idea on the way that the scores are obtained as I felt the initial way proposed made it too easy for the user and added more difficulty to the game. I also inquired about the “waste” pick-ups she had mentioned in the document just to clarify how it would work in game. I got a quick response and we agreed on how I should develop things going forward. This week I also added a menu with a basic navigation between the Scenes I currently have.



October 29th-November 2nd:

This week I added in some menu navigation containing a main menu and a level selection. Currently on the main menu is four options, two of which are working. The buttons are “Play”, “Options”, “High Score” and “Quit”. I also added more obstacles to the first and second levels.