Friday: Total 1 hour

17:00 – 18:00 21/9/2023 1 hour

We got on a voicecall and discussed some basic concepts for the game, so we could get straight into coding next monday. We got a lot of planning done for an hour, including a Trello, a shared google doc, a github page and a location and basic storyline for our final videogame.

Monday: Total 6:45 hours

9:30 – 10:30 25/9/2023 <u>1 hour</u>

Getting set up, working on a prototype. I did some research in previous python adventure games and started on a very basic map.

10:30 – 11:30 25/9/2023 <u>1 hour</u>

Expanding basic map as the others created commands. Brainstorming some functions.

11:30 – 12:30 25/9/2023 <u>1 hour</u>

Finetuning the commands we want to use, working further on the prototype. Mostly fixing some logical problems, such as no "open" command, instead combining it with "inspect".

- Break

13:30 – 14:30 25/9/2023 <u>1 hour</u>

Finally importing commands into the prototype rooms, so that it becomes actually playable. Did not finish this this hour.

14:30 – 15:30 25/9/2023 <u>1 hour</u>

More fixing issues with the prototype, mainly importing a json file and various other files so that tests can be run properly.

15:30 – 16:30 25/9/2023 <u>1 hour</u>

Had the json file all set up, first room of the three in the prototype now working.

16:30 – 17:00 25/9/2023 <u>30 minutes</u>

Finishing touches to the prototype, room 2 is now also functional, after some issues with the while loop and the imported json. Prototype is pretty much finished.

19:45 – 20:00 25/9/2023 <u>15 minutes</u>

Watched instructional video on json files on youtube

Tuesday: Total 6 hours

9:00 – 10:30 26/9/2023 <u>1 hour and 30 minutes</u>

I got settled in at my desk, and went over yesterdays code again. I chatted over various ideas with Ruben, while waiting for Julian to come online.

10:30 – 11:30 26/9/2023 <u>1 hour</u>

Checking out Ruben's room prototype code, trying to fully understand it. Did some more research on json files.

11:30 – 12:30 26/9/2023 <u>1 hour</u>

We got on a call that lasted 45 minutes, to divide up some tasks. We decided to each do 3 rooms eventually. While Ruben and Julian got to bugtesting some code, I wrote down a plot and figured out locations, NPC's, and puzzles.

12:30 – 13:30 26/9/2023 <u>1 hour</u>

Still working on the plot, rooms and puzzles. Got a very strong basis going now, working on puzzles and interactions, mainly.

- Break

14:30 – 15:30 26/9/2023 <u>1 hour</u>

Rewriting a bit of the plot for it to make more sense, but mainly still figuring out puzzles. Going back and forth a bit on logic, discussing it with some friends.

15:30 – 16:00 26/9/2023 <u>30 minutes</u>

Truly had it down to 2 rooms to connect now, only the engine room and the bridge left. I finished this up by 16:00 and finally had the full game laid out before me.

Total so far: 13:45 hours

Wednesday: Total 5:30 hours

9:30 – 10:30 27/9/2023 <u>1 hour</u>

Ruben is sick today. Me and Julian set up a definitive map for every location in the game, and even added an 11th room. Julian explained some code regarding the current setup right now, and I explained some puzzles and aspects of the map.

10:30 – 11:30 27/9/2023 <u>1 hour</u>

I downloaded PyCharm. We can all now see each others code in a big shared file. It's very well organized, and making our work a lot easier. I started working on the explanation that introduces you to the mechanics.

11:30 – 12:30 27/9/2023 <u>1 hour</u>

I got the explanation done, the entrance room, and got working on the kitchen.

12:30 – 13:00 27/9/2023 <u>30 minutes</u>

Finished up the kitchen, aside from the game over inside of it.

- Break

14:00 – 15:00 27/9/2023 <u>1 hour</u>

Got the game over inside of the kitchen to work, and got the templates for every other location ready. I got some more commands explained to me by julian, just to make sure I fully understand everything in the parts of the code I didn't write.

15:00 – 16:00 27/9/2023 <u>1 hour</u>

Making various boolean variables for global events, that aren't limited to one room. Implemented the victory screen successfully, and working further on the entrance room. The entrance room is now fully finished. Every finished room today is: Entrance, Boiler, Storage, Kitchen, and Hallway A

<u>Total so far: 19:15 hours</u>

Thursday: Total 8 hours

9:30 – 10:30 28/9/2023 <u>1 hour</u>

We got settled in, with Ruben still sick. Me and Julian continued filling out every room. I got working on the server room, personally.

10:30 – 11:30 28/9/2023 <u>1 hour</u>

Testing a bit more, and reworking explanations a bit. We need the game to be clear.

I got the server room finished.

11:30 – 12:30 28/9/2023 <u>1 hour</u>

I moved on to the bridge, and the captain's cabin.

- Break

13:30 – 14:30 28/9/2023 <u>1 hour</u>

Messing with the numpad in the captain's cabin, and the puzzle inside of it.

14:30 – 15:30 28/9/2023 <u>1 hour</u>

Redoing the captain's cabin puzzle AGAIN, as it just won't work how I want it to.

15:30 – 16:30 28/9/2023 <u>1 hour</u>

Because I don't feel very well today, it took me embarrassingly long to finally settle with the captain's cabin. I had a very hard time figuring out a code. But, I got it to work! For the rest of the hour I worked out some inconsistencies in the code. For example, making sure the code and flavor text consistently refers to multiple batteries, instead of one single battery.

18:00 – 20:15 28/9/2023 <u>2 hours and 15 minutes</u>

A two hour long call playtesting with my friend. Found a ton of bugs and smaller flavor text issues to improve upon. Only two game breaking issues. I'll look at them all tomorrow.

Total so far: 27:15 hours

Friday: Total 3 hours

9:30– 10:30 29/9/2023 1 hour

I spent the first hour combing through the bugs we found last night, and fixing a lot of spelling mistakes. Julian had already looked at one of the two game breaking issues last night, which wasn't any trouble at all as we knew what the problem was already. The item wasn't correctly named in the rooms.json, which holds all interactables in a room.

10:30– 11:30 29/9/2023 1 hour

The bugfixing continued into this hour, not much different. Though the second gamebreaking bug was also fixed this hour.

11:30– 12:30 29/9/2023 1 hour

I took time to comb through all the code we established on day 1, to make sure I fully understand every aspect of it.

Total: 30:15 hours