The idea behind this project was for me and my partner to complete a project together in 3 weeks or less by working 1 hour per day. This document details the processes and progress done on each day.

# Day 1 – 04.05.2021

The hour on day 1 was spent mostly brainstorming. I knew I had to scope accordingly to make it manageable within the time frame.

I decided to go with a very simple idea – controlling a rocket from one point to another. I had done something similar in the past as a self-assigned challenge to design and develop a game in 4 hours.

By taking this concept and expanding on it, the result would have the potential to be a fun experience.

# A picture containing chart Description automatically generatedDay 2 – 05.05.2021

The hour on day 2 was spent implementing very basic movement as detailed below.

The Rocket has 5 ‘thrusters’, shown as red squares, used to propel it in the direction opposite of the dark red bit on them.

1. Main Thruster
2. Left Thruster
3. Right Thruster
4. Left Break
5. Right Break

Each thruster has a rigidbody component on it and is attached via a fixed joint to the main body of the rocket, shown as a white circle.

Using Unity’s new Input System, action button was assigned to each of the thrusters.

Graphical user interface, application

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With that in place, I wrote a very simple script that adds relative force to each thruster when its respective button is pressed.

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# Day 3 – 06.05.2021

The hour on day 3 was spent implementing the art for the rocket.

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Each element of the rocket was drawn on a separate layer and completely desaturated. This way they can all be coloured in Unity on the fly.

Following that, the Move Script was changed up a bit and Fuel was introduced.

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There are 3 separate Fuel tanks – Main, Left, and Right.

Main one is drained whenever the Main Thruster is active.

Left one is drained whenever Left Thruster and Break are active.

Right one is drained whenever Right Thruster and Break are active.

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# Day 4 – 07.05.2021

On day 4, the hour was spent playing around with the particle system to make somewhat nice-looking engine fire for the thrusters.

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Then, once those were done, I wrote a few lines of code to turn them on and off as intended.