Reflective Journal

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Programme: BSHC 4 gaming and multimedia

Month: November 2014

**My Achievements**

I was able to intergrate the oculus into my project as an SDK was released allowing users with unity free to use oculus. I have added function to switch between first person and third person view. Along with being able to choose at the start of the game if your using the oculus as to swith the camera with the oculus cameras.I added samll bit of UI just to show at the top of the screan the players health along with items that when hit heals the player. I have downloaded some free models of building, walls and trees just to fill out the game enviorment along with some sounds. I set up a respawn so when the players charracter is killed in the game they are able to resart the level without restarting the game.

**My Reflection**

This month I have worked well and got a good bit done. There is still more to do like animations working more on the fighting system adding in combos and making more than just bashing buttons to hurt the enemy. During the month my laptop crashed and I had to install everything agin this has made me think about backing up my work more than ever seeing how easy it was possible losing all my work off my computer and starting from scratch.

**Intended Changes**

To back up my work more often, work on more models that i have created rather than getting them off the internet. Add more functionallity and interaction from the player to the game world I am intending on creating. Create some functions for fighting like bloking, dodging and countering.

**Supervisor Meetings**

Date of Meeting: 11/19/2014

Items discussed: We decussed what i did so far in the project and how im working with the oculus and idea on how to do a open-world game. Paul also metioned to do a broud veriaty of function in the game rather than focus on small detail for this semester so I can show what I could and can do with my project for the project preserntation.

Action Items: To add more function into the project.