Reflective Journal

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Programme: BSHC 4 gaming and multimedia

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# My Achievements

This month I have done very little towards the project. I’ve created a very simple character out of shapes to start programming and a scene to test my code in. Along with setting up unity to play the game using a controller and coding out some basic movement of the character and the camera. This month I was also introduced to the possibility using the Oculus Rift virtual reality device on my project at the moment I don’t think I can add set it up in my project. I know unity is working on allowing users free or subscribed to integrate the Oculus Rift into any project.

# My Reflection

I felt that the work I did was done well when I did work. But I do need to start putting in more hours in to working on my project. I think I have already fallen behind for what I want my game to be at the end of the year so I will need to roll up my sleeves and do some serious work on my project. As mentioned I was introduced to the Oculus Rift this month and would like to incorporate the oculus rift into my project as it would be cool to create a virtual realty game.

# Intended Changes

I intend to do a lot more work on the project working more on the player controller and the fighting system along with combos. I will also look at meeting my project supervisor to talk to him about my project where I am and maybe where to go from here. As well as that I would like to do a few more models for the environment or even a more detailed character model to work with.