21st October – Received notification of who the game designer is. The game designer is Daniel Keogh

Made contact with Daniel, asked for a copy of the design document to be forwarded by email.

Checked with the designer that the name of the game was Star Assault.

22nd October – Read the design document and decided some further research and practice was required by me.

From Oct to November – worked on Unity and got more familiar with the game engine

Nov 5th opened a git repository for the game.

More work and research

November 15th started putting game together. Opened up a project. Imported the packages suggested by Daniel.

November 16th added blank scenes, for the levels and the splash screens.

November 20th made a terrain for level 1.

November 25th added skybox to opening splash screen, added buttons as per design document. The buttons are just place holders for now. They will be changed as the game development goes on. They have no functionality at the moment. Downloaded music for the splash screen.

Worked on Terrain for Level 1 – this level will be an easy level with not too many obstacles or difficult terrain to avoid. There will be one enemy wave as detailed in the design document.

26th November emailed designer to clarify some healthbar queries.

27th November Created different terrains for all levels

28th November Created all other displays, ie. Heads up display, end of level displays. Trying to keep as close to Daniel’s original design.