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

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

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

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

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

Nov 6th 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 the designer.

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 obtsacles or difficult terrain to avoid. There will be one enemy wave as detailed in the design document.