Project Journal

Name:	Brendan Schlittler	Cooper Tush	Steven M.	Jessey Yeager	Jillian Yen
	Cody Ray				
Role:	Team Leader	Documentarian	Asset Manager	Version Control	
	Software Developer	Software Developer			
Task:	Taxi Minigame	Audio	City Design	Traffic Car Controller	UI

Brendan Schlittler

Worked on the taxi minigame that was to start when the project's application started.

Biggest issue he encountered while implementing the game was animating a pawn indicator

that would jump next to an intersection to represent a customer to be picked up.

The actual issue was that he was using unity's built-in animation maker which allows you

to animate by changing coordinates and unity will interpolate movement between those coordinates.

Problems arose when he tried to take the jumping animation from one pawn and to another.

Since the animator works on global coordinates, all the pawns would jump at the exact same position regardless

of where they were placed before. Brendan fixed this issue by making the pawns a child object of a parent,

the coordinates were in relation to the parent so he could move the parent and change the location of the animation.

Cooper Tush

His Task for this team project was to create, edit, and implement sound files for the game. This involved

making background music, sound, and noises which examples like the sound of traffic and car horns to represent that this is a real metropolis.

He also had to make scripts to play the sound effect after a specific time or during a particular action.

The most difficult one would be finding the right sounds to use for the program.

Tried using a video off the internet to record and use but the sound wasn't clear.

Managed to find a free website that provides free audio clips for me to use (references added in the program).

Another problem is having all the sound effects play at the same time, but I merged/edited all the background sounds into one audio file and used that only for background noise.

Steven M.

A lot of minimal labor, making sure there was nothing out of place, everything fit together was no gaps, made things look unique and feels like a real city.

Jillian Yen

Her role: create the car controller; make the main car drive automatically, and drive to a specified intersection chosen by the user.

Problem she faced was how to get the car to stop at stoplights, solved by talking to the team. Also had trouble figuring out how to make car drive on right side of the road,

solved by talking to the team and professor, and looked up on google.

Jessey Yeager

Placing the waypoints, needed to create way points for the car to follow and each intersection created at least 4 waypoints and at most 8 waypoints and didn't want to do it by hand,

solution was to create a script to do it for him.

Cars to go along a curve path, had to mess with the equations of circles and couldn't use rigid body to move the actual car.

They could go along a curve path but not straight forward. Getting the cars to stop at the intersections and to avoid collisions with other cars.

Cody Ray

No problems were encountered during this project.