AT01 Production Diary

by Richard Pountney

1.1.1 & 1.1.2

Conduct research relating to the DFS algorithm and document a brief analysis of how it can be applied to different video game environments and genres. In your analysis discuss the standards for using the DFS algorithm in the video game development industry, as well as how the algorithm can influence the design and development of a video game. You will also need to define the following terms as they relate to the algorithm – path-finding, tree, parent, and child. Document your analysis in your production diary.

1.2.1 & 1.2.2

In your production diary identify and describe at least one (1) potential industry-standard method for implementing the required device functionality using event-systems.

You must also identify and describe how at least two (2) compatible GUI libraries may be used in Unity to implement the required UI widget.

1.2.3 & 1.2.4

Prototype of UI widget