**AT01 Production Diary**

**1.1.1 Depth First Search Algorithm Research**

**Algorithm Summary**

It searches the first node out of the connected unvisited nodes to the current node.

**DFS Terminology Definitions**

**Pathfinding:**

To find a path to a location.

**Tree:**

Tree is a data structure so in other words, it is a tree diagram.

**Parent:**

A parent means the node that connects to other nodes.

**Child:**

A child means the node that is connected to a parent node.

**1.1.3 AI Behaviour Chart**

*Insert your behaviour chart for the AI here.*

If at root node

Player Caught

Move to Node

Find New Node

Restart game

If touching player

If found player node

If at node

**1.1.4 AI Design Reflection**

**1.2.1 Planned HCI Device Integration Summary**

Keyboard, Mouse, Controller d-pad, & Controller joystick.

**1.2.2 C# Event System Summary**

**1.2.2 Unity GUI Library Review**

uGUI (Unity UI) is an in-game UI & IMGUI (Immediate Mode GUI) is for the Unity editor.

uGUI is for Technical Artists because it is object-based UI system.

IMGUI is for Programmers as its main focus.

Reference: https://docs.unity3d.com/Manual/UI-system-compare.html

**1.2.3 UI Widget Example Overviews**

The UI widget for this game is for showing what direction you are trying to go & another way for the player to control their movement.

**1.2.4 UI Widget Paper Prototype**

*Insert the paper prototypes for the required UI widget here.*

The Widget works with all HCI devices menchoned in 1.2.1

This is the UI widget in its neutral state.

This is the widget if it gets an input & can move in that direction.

This is the widget if it gets an input & can’t move in that direction

**2.1.1/2.2.2 Testing Log**

*Please add rows as required.*

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| Test Case Description | Expected Results | Actual Results | Success? |
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**3.1 Final Checks**

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| **Final Checks** | **Confirmed** |
| * AI pathfinding (using the DFS algorithm) has been successfully integrated | ✔ |
| * Game over conditions have been successfully implemented | ✔ |
| * Appropriately compatible with Google Chrome web browser |  |
| * Appropriately compatible with Mozilla Firefox web browser |  |
| * Appropriately compatible with Windows | ✔ |
| * UI widget responds to relevant keyboard inputs | ✔ |
| * UI widget responds to relevant mouse inputs | ✔ |
| * UI widget responds to relevant controller inputs | ✔ |
| * UI set to scale with a Full HD resolution (1920x1080) | ✔ |

**3.1 AI Evaluation**

**3.2 Required Amendments**

**3.3 Final Client Sign-Off**

*Insert a screenshot of your email communications with the client, providing evidence of their endorsement to finish the production of the project.*