Task Log – Mini Production 2

*(I apologize for the docx format, but there is no way I am compiling all of this text into a spreadsheet.)*

**Week 1 commencing 6th June 2018: Hours spent – 18**

Developed and conceptualized APC mesh

Diagnosed outstanding issues; Polished car mesh to fix outstanding issues from prototype and remade textures from scratch (including additional detail maps)

Meshed and textured a number of ramps for future trick use

Meshed and textured a pedestal for the car (for use in a 3D menu scene)

Drafted out GUI design in photoshop for team consultation and feedback going forwards, chose a primary font for the game

**Week 2 commencing 13th June 2018: Hours spent – 12**

Drafted a ragdoll mesh that I ultimately abandoned in favor of other tasks/not being satisfied with the outcome

Drafted and developed menu assets, menu button states, background, conceptualized 3D menu direction

Re-exported and cleaned car assets in an attempt to diagnose and resolve a misalignment issue in

Developed a number of props; Fragile crate w/alternate textures for potential power-ups, stopwatch w/texture (acts as a time booster), camp chair, pram, toll booth w/barrier, open box, leaflets w/comical textures (easter egg for when one gets caught on the car window)

Modified APC for potential cheat code use (The APC was originally intended to be a secondary vehicle up to the same quality as the car, but was scrapped in favor of other priorities taking focus in the game. It has been slightly redesigned and exported to the team for use after interest was expressed in the vehicle once again.)

**Week 3 commencing 20th June 2018: Hours spent – 9**

Worked on team presentation

Re-exported car assets to fix sneaky issue with some faces using the wrong material since last export

Expanded mesh for steering joystick (due to its expanded functionality)

Modified another artist’s bin asset to make it split upon impact

Spoke on behalf of the group during the presentation

Developed and finalized team development log

Created icons for the various buttons