**Game Dev Journal**

**Week 1**

**Objectives set based on discussion around development direction + first week of work:**

**ART**

visual update - building textures

main menu - 3D menu scene ?? (as opposed to 2d backgrounds aside from prompts)

end screen - show stats - points - how many objects hit

ingame UI - font/clock sprite etc

sounds

ragdoll

bonus props - breakable

level variation

particle effects

pickups - timer

interface- controls/ information

**PROGRAMMING**

end screen - show stats - points - how many objects hit - return to main menu/restart

way to end game - timer

fog //

screen shake //working on

Add timer

timer - visible

pickups - timer

car never dies - slows down/points

point system

add new assets

speed system (decide whether easier to change spawning or change speed) - boosts?

point system - combo - save stats

sounds

locally save highscores

spawn system revision - road area/footpath

ragdoll

level variation

particle effects

interface- controls/ information

change skybox

main menu - 3D menu scene - options button - help buttons

options screen + working settings

Initial draft of the trick system

Base rotation method for player character when tricking finalized

Trick animations

Trick controls implemented

**Possible ideas for the future:**

blood?

secondary vehicles?

bonus game modes?

**Week 2 (Feedback Session)**

**ART**

Art pass - car/road/building textures all updated for color cohesion

Additional props added to build - Stopwatch w/texture/animation, crate w/2xtextures (one for powerups, one for default crate), ragdoll

Additional particles created - explosion, exhaust 2.0

Interface updated - 3D scene on menu, art for buttons and background added to build

Logo’s drafted and created

Extra levels scrapped for programming reasons, additional assets favored instead to compensate

Car re-exported to diagnose and fix potential issues

**PROGRAMMING**

Pause screen

Revised controller script

Optimized control scheme

Cheat system implemented w/cheats:

-Change gravity

-Add to timer

-Jump Timer

Screen Shake implemented

Trick hit box for crashing

Trick multiplier w/combo system

Main menu controls

Partial sound implementation

Point system

Spawn revision (items spawn in specific areas of the level)

General bug fixes

Game modes compressed into single mode with score focus

**Feedback Session:**

Control options

\*\*Sounds

Push back fog

Tricks over cars

Communicate pickups better

Tell player the game ended

Visual/Audio cues for the timer

Longer flavour text

Better crash feedback

Show sky

Flip analog sticks

**Week 3 (Presentation)**

Created slides for presentation

Created gameplay video showcase of the game

**ART**

Ragdoll texture added, skeleton updated

Additional props added: Leaflets w/textures, open box, recycling bin, toll booth, pram, camp chair, paper ball

APC updated and pushed out as a cheat vehicle

Control Scheme for menus implemented

More particles (for visual feedback) - car landing,item collection

Steering Joystick mesh expanded upon (for animation purposes)

**PROGRAMMING**

Scrapped APC due to time/technical constraints

Obtained new sounds

Implemented the remaining sounds

Cheats displayed on game end (for the players to unlock through subsequent play-throughs for progression)

Cheats added:

-Slomo mode

Analog Sticks Flipped for controls

Game over screen

Fog pushed back

**Presentation feedback:**

Show a system of level progression (this could mean progression in between runs of the game, or the progression of the overall level within the gameplay session)

Balance time penalties/bonuses to reward skilled players for doing well: DO NOT hard cap the timer