# ***Week 1 (03rd August – 10th August)***

* Pieced together a prototype building system
* Created simple transparent meshes for building objects
* Begun scripting the PlayerController, which is set to handle all the building actions of the player – and some player shooting.

An issue I encountered this week was that although the player couldn’t place the object in the air it would still show as ‘green’ or a possible placement, it will now display ‘red’ unless the raycast hits the ground…

# ***Week 2 (10th August – 17th August)***

* Optimized the PlayerController script a heap, completely overhauled it
* Implemented a basic expense system
* Implemented Building UI – Pretty bad
* Optimizations anywhere and everywhere I could find
* Plus some bug fixes

I had a heap of weird bugs this week, some of which I didn’t bother to fix. One bug is when the player is building, I am always updating the rotation of the placement object to that of the player’s (basic direction) – on doing so if you flick through all the possible building options it will show you the building UI at placement position and then rotate to the players directional position – this creates a flickering view which is somewhat annoying but is easy to fix I just feel it’s not that important.

Another issue I encountered whilst implementing the Building UI was the rotation of the ‘hand’ turret – which won’t rotate to the player’s position and so I had to have the UI at a fixed point which is extremely weird.

Overall, I originally started working on a UI script which would utilize one instance of the building canvas prefab opposed to utilizing it on each possible placement object (2 \* 4). It was extremely buggy, wouldn’t rotate to the target’s position yet when I tested it on a regular quad it would work perfect…