**Wednesday, 26th Oct 2016**

Based on the feedback from both Rob and Eddie on Wednesday tutorials, we are going to include, in future presentations, a brief introduction about the game we are producing. Also, a good riding advice we received is “Game Feel, A game designer’s guide to virtual sensation” by Steve Swink. We discussed the next week work which is going to focus on designing and building props and environmental assets for our first level in “SoulLust”.

**Wednesday, 2nd Nov 2016**

This week tutorial was conducted by Dave. After the tutorial was finished, we talked about the gray box status, as well as what we need to have for our environment programming: traps behavior, braziers’ behavior and colliders on gray box mesh when done. Also, particles for both braziers and spear traps will be implemented.

**Wednesday, 9th Nov 2016**

For this week tutorial, we had Chris.

Until 16th of November we will focus on getting the presentation done, with a demo for the introductory temple level to show, with most of the props that we want, included. Traps, gates, braziers and the wood scaffoldings are all scripted and ready to be placed inside the level, accordingly. We also discussed about the first Viking theme level and we have a rough design for it.

**Wednesday, 16th Nov 2016**

Today we held the second presentation of the semester. Dragos could not attend but we spoke on Skype about the presentation and what changes we can make in the future in order to improve our project.

Key points:

-further game-play and in game sequences will be presented as recorded videos instead of live showcase;

-plans and ideas about the design regarding the second map in the game which will include the combat;

**Wednesday, 23rd Nov 2016**

We had Eddie and we spoke further about how we can improve the way we conduct a presentation. We started creating recorded videos of any media that we want to show.

We also went more in depth with the design decisions regarding “Viking01”.

The map should follow both learn-practice-master loop as well as we want to focus on stress and relief. The map will be split in rooms. Every room will have a number of enemies. In order to progress further, the enemies need to be defeated within the room. Between rooms, there will be corridors in which we encourage exploration.

The map will contain progressively more enemies with every room.

Wednesday, 30rd Nov 2016

Today we met and worked on the level design of the “Viking01”. We drew a sketch of the map following the two principles: learn-practice-master loop and tension and relief.

We worked on the sketch by adding and removing elements until we were pleased with the general shape and room size and position. Every room will feature a gating system in order to stop the player from rushing through the level. While within the room, all enemies must be defeated in order to progress further. Visual representation will be shown to let the player know that the gates have been opened.

**Wednesday, 7th Dec 2016**

The focus was primarily on getting both EEH and university presentations done. At the same time, Dragos will work on getting the gating system done, enemy behavior in second level functional, external walls positioning in “Prologue Temple”, fixing minor collision problems, make the MC able to pick-up the sword script, camera effects update, falling debris, MC health system functional and souls’ behaviour. Hopefully, all these changes will be available to show in the presentation.

**Wednesday, 14th Dec 2016**

Johnny was not being able to attend the presentation but we had a Skype meeting and Dragos shared his opinion and experience on how the presentation went. Fortunately, we were able to have everything we proposed last week, today, in the presentation. Based on the feedback, we will focus on getting the first two-three levels polished and clean. Doing so, will be able to have something professionally done to showcase when we want to expose our work. There were problems with JIRA but hopefully we will get it all up and running and will be able to add tasks and track work.

**Wednesday, 4th Jan 2017**

Because JIRA is unavailable, we set out tasks on GIT Projects. We discussed out tasks and the following work will be complete4d during the sprint:

**Johnny**:

-Rework the first “temple” map by adding the new assets

-Create new asset (3D mesh for pillar)

-Unwrap the assets for the temple so that they can be game ready

**Dragos**:

-Add “text” to visualize collected souls

-Make enemy deal damage to MC

-Make soul stack

-Lock the MC when gating sequence starts

-Transition between “temple” to “Viking” maps

-When killed, re-spawn MC at the beginning of the level + fade-in effect

**Wednesday, 11th Jan 2017**

For this sprint we have the following tasks:

**Johnny:**

**-**Add gates to our existent maps;

-Connect the corridor of the first map (“Viking 01”)

-Add 3D assets to “Viking 01”

**Dragos**

**-**Create the “weapon manager” screen:

\*Cube position

\*Weapon panel to choose the available weapons

\*Camp-fire in the background

\*MC sitting by the fire

\*Panel with available passives

\*3D representation of the selected weapon

**Wednesday, 18th Jan 2017**

Work has been completed and we set the new tasks for this sprint. The gray box map will be changed with the actual model therefore all functionality will need to be added and positioned to the new map.

**Johnny:**

-Unwrap the corridor of the map for texturing;

-Unwrap the gate mesh for the game;

-Unwrap the wall for texturing;

-Change the wall in our current map with the correct 3D mesh

-Add more details to the gate asset

**Dragos:**

-Add the “Sword pick-up” functionality to the new map mesh;

-Place destructible objects on the new map mesh;

-Place traps on new map mesh;

-Change current GUI system to canvas;

-Add trap functionality at the end of the new map mesh;

-Add braziers to corresponding positions on new map mesh;

-Position falling debris on new map mesh

**Sunday, 29th Jan 2017**

We had a meeting in order to discuss the current workflow that we think it will be improved by doing the following change. Instead of building the whole map mesh in 3DS Max, we can have map components that can be imported into Unity and used to build the map inside engine. This way, we can have direct control over the lighting that will affect the texture, camera effects that have big impact on texture colors. Also, by building the map from components, we can easily iterate and change map shape within the engine without being needed to edit models in 3DS Max and export them to Unity. Texturing models is also facilitated by working with components.

JIRA is again up and running and we will have the next sprint available there.

We also spoke about what will fit into the 1st of February presentation.

We aim to have the above changes available for Wednesday, 1st Feb 2017.

**Wednesday, 01st Feb 2017**

On Wednesday we had presentation. In the presentation we included the main work we did in the past weeks. After the feedback we understood that we should look for external opinions on our project before continuing development. In the following week we will put together a build and we will ask some of our friends and colleagues to play test it. Our main priority is to get the first two maps in a playable state in order to showcase out progress in a consistent build. We also started the sprint which is available on jira.waterfrontgames.com:8080.