**Project Minutes – LVL6 Group 7 – Ray (S170555)**

* (InitialIdea.png), (PrototypeMovement.png) -- 6 hours
* Created a grey box of a simple endless runner game. A 3-lane runner, in which the player must avoid obstacles randomly spawned within the lanes. Upon collision with the side walls, player character will automatically die.
* Movement is generated using vector translation over time, such that the length and speed of which the player moves can be manually tuned.
* (1st Iteration.png), (DayNight1 – 4.png), (PlayerMovement.png), (StaminaAndKarma.png) -- 10 hours
* Changed the 3-lane runner into a free moving runner, such that the player movement is not limited to 3 lanes.
* Added moving sun to determine the day and night cycle.
* Changed vector translation based movement into physics thrusters to adhere to the concept of immersion.
* Added player stamina (decreases over time – minimum 0), and player karma (decreases over time – minimum 0, maximum 1).
* (FinaltIteration.png), (FinalIteration2.png), (AlmostDead.png), (Healthy.png), (IntoTheForest.png), (IntoTheForestNight.png), (LowBrightness.png), (HighBrightness.png), (Sunset.png), (TreeOnFire.png) -- 20 hours
* Created low poly models for in game use (Trees, Red – Green – Yellow collectibles, Player character – The Wisp).
* Imported finalised assets (Trees, Red – Green – Yellow collectibles, Player character – The Wisp).
* Added collectibles (red gives karma value, Yellow gives significant stamina increase, and green gives moderate stamina increase).
* Changed wall of trees into a randomly spawned set of trees as to recreate the setting of a forest – this lets players traverse within it, creating a flexible gameplay in the process.
* Adjusted the wisp's brightness to correspond to the value of player stamina (the brighter it is means the more stamina the player has).
* Gave the wisp a red glow to determine the karma value (brighter means more).
* Gave collision with tree leaves, that the collision between player and tree will result in the tree burning and added karma value.
* (Birds.png) -- 3 hours
* Created ambient sound using different mp3's of birds chirping. Each tree plays a different sound in varying values of pitch, playback time, and volume to recreate the variety that exists in the real life.
* (1.png), (2.png), (3.png), (4.png), (Veg1.png), (Veg2.png), (Veg3.png), (Veg4.png) -- 10 hours (extra work)
* Replaced player sphere with bird model with flying animation
* Removed centre forest road.
* Foliage, stones, and flowers are now spawned randomly accross the play area.
* Pick up items are changed into flowers.
* Reworked player's illumination ability such that now player permanently lighten the area.

Assets are found within the Google Drive folder of the GitHub Repository under "Assets".