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

1. (InitialIdea.png), (PrototypeMovement.png) -- 6 hours
   1. 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.
   2. Movement is generated using vector translation over time, such that the length and speed of which the player moves can be manually tuned.
2. (1st Iteration.png), (DayNight1 – 4.png), (PlayerMovement.png), (StaminaAndKarma.png) -- 10 hours
   1. Changed the 3-lane runner into a free moving runner, such that the player movement is not limited to 3 lanes.
   2. Added moving sun to determine the day and night cycle.
   3. Changed vector translation based movement into physics thrusters to adhere to the concept of immersion.
   4. Added player stamina (decreases over time – minimum 0), and player karma (decreases over time – minimum 0, maximum 1).
3. (FinaltIteration.png), (FinalIteration2.png), (AlmostDead.png), (Healthy.png), (IntoTheForest.png), (IntoTheForestNight.png), (LowBrightness.png), (HighBrightness.png), (Sunset.png), (TreeOnFire.png) -- 20 hours
   1. Created low poly models for in game use (Trees, Red – Green – Yellow collectibles, Player character – The Wisp).
   2. Imported finalised assets (Trees, Red – Green – Yellow collectibles, Player character – The Wisp).
   3. Added collectibles (red gives karma value, Yellow gives significant stamina increase, and green gives moderate stamina increase).
   4. 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.
   5. Adjusted the wisp's brightness to correspond to the value of player stamina (the brighter it is means the more stamina the player has).
   6. Gave the wisp a red glow to determine the karma value (brighter means more).
   7. Gave collision with tree leaves, that the collision between player and tree will result in the tree burning and added karma value.
4. (Birds.png) -- 3 hours
   1. 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.

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