

# Project Log #1

August 27th, 2021

## Game Design and Animation II

### What have we completed? What is left to complete?

Name	Status Update
Jasmine C	I was able to set a test tileset with a 2D tileset collider. The mock player 1 I have has a movement script as well as all the components needed to interact with the tileset platforms. Right now the player can move on the horizontal axis and jump (+ started working on better jump/movement mechanics). I also created examples of what our game and sprites may look like.
Maddox P	Today I was able to get one controller working. My main goal is to get input set up for multiple controllers over the weekend. If I am not able to do this, I will switch input to two keyboards using a different set of keys on each. In particular, Unity's input system seems really inconsistent when it comes to dealing with multiple controllers.
Tami S.	I started working on the first puzzle mechanic, the buttons. I created a manager script that will keep track of the player's progress in the puzzle and check if they have completed it correctly, otherwise, it will reset. I also started working on coding the player's interactions with the buttons on a separate script, so I can add it to the player's script once it is finished.

### What are the risks to address for successful project completion?

- Scope is something we need to heavily account for. We only have a month to design, code, and implement our game, so we need to use our time wisely to have a complete game at the end. We will have many ideas that sound interesting on paper but are too time-consuming to create, so learning to keep moving forward is essential.
- Getting too time obsessed with any particular mechanic or feature is another major risk. This partially plays into the scope and specifically emphasizes how we must prioritize what we do with our time.
- Since we are all working on our parts separately, we have to make sure we leave time to test how our different components work together and ensure the game runs smoothly.

## How can we address them?

- For scope and time management, we have already created a running “To-Do” document with the tasks that need to be completed by the end of the project. There is also a column for the name of the person who will complete the task.
- Some team members will also be working on the project extra over the weekend to gauge what features we would like to implement/get started on in order to make sure that it is viable to work on during class-time.