# Project LogBook

## Tuesday, September 19th, 2017

1. Created a quick prototype of the game in Unity, implementing character movement and camera angle. This allowed me to give a better idea of the style of the game to Ross.

## Friday, September 22nd, 2017

1. Drew up a quick sketch of what I imagine the main character to look like.
2. Was able to create a rough 3D model using Blender.

## Monday, September 25th, 2017

1. Created a more detailed main character model.
2. Was able to create a rig for the model which fit the purpose of the game.
3. Created some animations for the character
   1. Idle
   2. Move Forward / Backwards / Sideward
   3. Reload Mini-Gun
   4. Equip Secondary Weapon
4. Modelled a small secondary weapon for the character, “The Cleanser”.

## Friday, September 29th, 2017

1. Read through this week’s minutes to refresh myself on what I’ve to complete for the following week.
2. Was able to complete most sections of the Game Design Document that was assigned to me, which included;
   1. Gameplay
      1. Summary
      2. RoboPill
      3. Enemies
      4. Level Design
      5. Evolution & Infection Meter
      6. Navigation
      7. UI Design
3. Created a rough-draft sketch of the in-game interface.
4. Researched into functional and non-functional requirement definitions.

## Monday, October 2nd, 2017

1. Continued work on the Game Design Document sections I was assigned to complete, which included;
   1. Functional Requirements
      1. Environment & Technical
      2. Gameplay
   2. Non-Functional
      1. Audio & Visuals
      2. Interface

## Thursday, October 5th, 2017

1. Created some models that will be valuable for Level Design
   1. Layout
      1. Level Walls
      2. Level Floor
   2. Props
      1. Flowers
      2. Vein/Artery outlet