Weekly logs

|  |  |
| --- | --- |
| Alex Hall 19013969 | Creating a skill tree |
| Date of week | Tasks set for week | Outcomes | Questions going forward |
| 4th -10th Oct | * Look into skill trees and designs for them * What should the system look like, what genre of game should it suit? | * Sections of the tree could be created including a passive and purchased area for skills and stats * The skill tree will fit smoothly into sci-fi type games * Items picked up or earned by players to purchase upgrades | * What could the items look like? * What colours should be used to suit the sci-fi genre? * How should I model sections to suit sci-fi genre? |
| 11th -17th Oct | * Design a UI skill tree layout based on research | * Drawings made for how I would ideally want the skill to looked and how it would be accessed by the player | * What software would allow this to be possible? * Once made will it be easy to understand for the player? |
| 18th -24th Oct | * Set up basic UI for skill tree in Unreal | * Buttons positioned and basic menu functionality made, player can enter the skill tree via button click | * What can be added next? Potentially sounds? |
| 25th -31st Oct | * Begin to create a base level ready for demo * Simple prefabs made for collectable items | * Simple level in which player can jump across obstacles as well as test their speed against closing doors once a ‘tripwire’ has been tripped * Two types of collectables made, 1 red, 1 blue, red will be used to | * How will different player types interact with the system? What adjustments should be made to make the more inclusive of all player types? |
| 1st -7th Nov | * Begin research into level lighting, sound, and colour | * I will include background and foreground sounds to make an atmospheric scene * Dynamic sound will allow me to produce a system that rewards the player by changes in sound once they upgrade or unlock a skill/ stat | * Am I making the most of my C++ skills using Unreal? * Is unreal the way to go in terms of the game engine I choose to use for this project? |
| 8th -14th Nov | * Research what game engine is best suited for this project * Continue research into level lighting, sound, and colour | * Warm and cool colour palettes to depict the mood and time of day within the scene * Unity appears to be the game engine I should be using | * Should I use the same layout as I had previously designed and began to implement within Unreal |
| 15th-21st Nov | * Begin new Unity project, set out menu and UI * Begin to create a basic level ready for demo * Continue with research report | * Basic menu set up for the skill tree system in Unity * Simple level in which player can jump across obstacles as well as test their speed against closing doors once a ‘tripwire’ has been tripped | * Should there be different classes or races of character? |
| 22nd -28th Nov | * Continue with research report * Research character types/ classes that can be included * Add to skill tree for first character type/ class | * Main questions section and research methodology sections completed * There will be 4 basic levels 1 for each character class, these levels will be customised to suit the differences between the characters | * Should the passive skill system have a levelling system included within it? XP gained via killing enemies? |
| 29th -5th Dec | * Create a player levelling system * Continue with research report | * Levelling system added to UI however XP is only currently gained via button clicks as there is no enemies made to kill * Ethical and professional principal section completed, and literature section started | * What should the enemies look like and how should they act? Do they attack the player once the player is within a predetermined ‘range’? |
| 6th -12th Dec | * Finish first branch for the tree (basic skills) * Finish off research report for submission | * Basic skills/ stats setup, and branch completed and fully functional within the UI including health, strength and jump distance/ height | * What textures and sounds can be used that suit the style of game create? |
| 13th -19th Dec | * Finish base level for demo submission including textures sounds and lighting * Create a base class for all character classes to reference from | * Level completed now with enemies that attack the player once they have entered their area * Player levelling system now functional with XP drops from dead enemies * Class made with all basic stats for every character class to take information from | * What skills should be made specifically for each character class? How will the classes differentiate? other than by the basic assets used for the player models |
| 20th -26th Dec | * Research player types and how they can be utilised in game * Begin to implement specialist skills for each of the four characters | * Four main player types, killers, explorers, socializers, and achievers * UI laid out for the specialist skills pages | * How can player types be utilised to create a larger player base of a game? |
| 27th – 2nd Jan | * Continue research on player types | * Lost large amount of work due to corrupted files | * Do I want to continue on the same track or change the idea slightly? |
| 3rd -9th Jan | * Remove third party models * Revert back to most recent update possible | * Returned back to simple capsules due to refocus onto functionality rather than aesthetics | * Can I design and make my own 3D character models at the end of the project if I have time? |
| 10th -16th Jan | * Begin to re-incorporate the four-character types * Implement base specialist skills menu and code | * All four characters and respective levels re-produced with two types of enemy target 1 being a 2D almost range target, the other being a simple 3d capsule target * Ui designed for specialist skills menu |  |
| 17th -23rd Jan | * Continue with the implementation of specialist skills for the four characters * Implement player health and stamina bars | * Worked on the back ending coding of the abilities for each of the characters * Player health and stamina bars implemented although somewhat intrusive on player experience | * Should there be more abilities for player to use? * Should there be more but a limit on how many can be used at a time? |
| 24th -30th Jan | * Take a break to focus of other projects | * ------------------------------------- | * -------------------------------- |
| 31st -6th Feb | * Redesign player UI so that its less intrusive on player experience | * Adjusted player level, health, and stamina bars to lessen impact on player experience * Reduced size of specialist skills block in bottom right of screen |  |
| 7th -13th Feb | * Redesign the entire menu system so that it does not completely hide what is happening in the world around the player | * Minimized each of the menu screens so that not all of the screen was covered but so that the menus aren’t overcrowded with information | * Should there be more specialist abilities? |
| 14th -20th Feb | * Expand specialist skill from 6 skills to 10 * Add the ability to upgrade specialist skills | * Each character now has 10 specialist abilities that can be unlocked * Started the implementation of an ability upgrade system | * How best to both show the ability upgrades and code them |
| 21st -27th Feb | * Begin to formalise final report writing | * Start made on final report write up including introduction and research sections |  |
| 28th -6th Mar | * Continue writing up final report | * Commencement on the writing of the practice and outcomes sections of the report |  |
| 7th -13th Mar | * Continue writing up final report | * Further writing for the practice and outcomes sections | * What else can be added to this system? |
| 14th -20thMar | * Research possible game achievements | * Kill achievements? * Level achievements? * Completionist achievements? |  |
| 21st -27thMar | * Research into the relationship between game achievements and player types * Begin to implement basic achievements that correlate to player types | * Achievements made for kills and level progression | * What other achievements could be implemented? |
| 28th -3rd Apr | * Continue writing final report * Collate references * Complete the implementation of achievements | * Added achievements for exploration i.e. visiting different areas of the map * Added a final achievement to reward those that complete all of the other achievements * Progress made on final report and reference collation |  |
| 4th -10th Apr | * Continue writing final report * Collate further references * Begin to structure submission materials |  | * Should I re-write some aspects of my final report * Should I add anything else to the system at this point |
| 11th-17th Apr | * Continue writing final report * Rewrite portions of final report that I’m not satisfied with | * Final report sections for research rewritten to include more questions that arose during this project | * What else can I add to gain a higher mark? * What else can I add to achieve my goals that I laid out? |
| 18th -24th Apr | * Continue writing final report | * Final report almost complete |  |
| 25th -1st May | * Finish final report * Record submission video * Submit project files, weekly logs, video, and executable | * Submission complete making full use of 3-day grace period |  |