# [Bachelor of Science with Honours Computer Games Technology with Professional Placement Year](https://icity.bcu.ac.uk/YourCourse/YourDetail/YourDetail/US1084?academicYear=2023%2F4)

# *Module: CMP6187 Mobile Game Development A S1 2024/5*

Basmah Arif

Basmah.Arif@mail.bcu.ac.uk

Student ID: 21159823

Weekly lOGbOOK

*Birmingham City University*

Table of Contents

[Weekly Logbook 2](#_Toc180183512)

[**September 2024** 2](#_Toc180183513)

[**October 2024** 3](#_Toc180183514)

[**November 2024** 4](#_Toc180183515)

[**December 2024** 4](#_Toc180183516)

# Weekly Logbook

Throughout my time in studying, this weekly logbook will document the skills, methodologies, and achievements I acquire and accomplish during my Semester 1 Mobile Game Development Module. I will record this information on a week-to-week basis, offering detailed insights into the tasks I undertake. Moreover, I will highlight how these tasks contribute to expanding my expertise in my role as a Mobile Game Developer.

### **September 2024**

**Week 1: Introduction of the module – W/C 23rd September 2024**

The first week started with the introduction of the Mobile Game module along with the overview of the Assessment Guide which we must submit for this module. Dr. Kurtis explained us what is required for this module and showed us past samples of students’ games for us to get an idea on our personal startup projects. He suggested us that we should be writing weekly logbooks, creating drafts/drawings of our game ideas and making a presentation. Then he guided us onto our Lab workshop which was to setup Unity for Android and IOS versions and connect it to our Mobile phones.

* **Reflection:** I realized how important early organization is, which led me to begin structuring my work right away. Setting up the development environment was also crucial because it helped me prepare for the upcoming tasks.
* **Milestone:** Created separate folders for all modules, began writing the weekly logbook, and organized my documentation. Uploaded my first lab work to GitHub to stay on track with progress.

**Week 2: Learning Prototyping & deciding Game Idea – W/C 30th September 2024**

This week, we learned about Prototyping and how Gyroscope is used in Mobile Game. Our task was to make a quick easy game utilising the sensors of a mobile phone for testing. Unfortunately, my Unity version on the PC was unable to let me test properly in my mobile as it required Android API level which kept on failing to connect to my mobile’s unity remote. I discussed this with Dr. Kurtis, and he assured me that he will look at the problem as some machines had this same issue last year as well. However, I completed the Lab work and decided to create a GitHub repository to upload my work.

* **Reflection:** I faced technical issues that slowed my progress, but it taught me the importance of troubleshooting early and managing issues with the development environment.
* **Milestone:** Created my GitHub repository, completed the lab tasks, and began drafting ideas for my game project, outlining potential themes, characters, and levels.

### **October 2024**

**Week 3: Discussion of Game Idea – W/C 7th October 2024**

In this week, I carried out with the lab workshop which was to add some Particles on a project of weather to give it a snowy look with some snowflakes dropping down on a plane. Apart from this, I discussed my Game Idea with Dr. Kurtis on what I am planning to do. The idea is to create a 3D maze game with 2 to 3 levels with the Maze having some obstacles as Laser and the main player must escape the maze without touching the laser points. Dr. Kurtis asked me several questions related to the game and suggested ideas on adding In App Purchases, Ads and where/how to use those ads in the game. He liked the idea of the game and further suggested me to plan it ahead with requirements. Also, with this, he explained how we should document all our screenshots, designs and gave instructions to update logbooks.

* **Reflection:** Discussing the idea with Dr. Kurtis gave me the clarity I needed to refine my concept and helped me understand how in-app purchases and ads could be incorporated.
* **Milestone:** Finalized the concept for a 3D maze game and began planning the implementation of in-app purchases and ads. Updated my logbook and started documenting design sketches and early concepts.

**Week 4: Stage 1 Prototype & Pitch Preparation – W/C 14th October 2024**

This week started off with initial planning to prototyping, focusing on refining game ideas and preparing for Stage 1 submission. I developed sketches for the maze, characters and obstacles to make sure that they align with the game mechanics. I also began documenting core ideas, including game mechanics, player abilities, and potential narrative elements to enhance immersion. In our Week 4 lecture, I reviewed the assessment guide with Dr. Kurtis and clarified requirements for integrating In-App Purchases and ads. His feedback helped me consider how these elements could enhance gameplay and monetization. I also completed the Lab workshops by implementing basic game scene in Unity. Towards the end of the week, I started preparing for the upcoming pitch by outlining the game’s core mechanics and unique features, such as mobile sensor integration.

* **Reflection:** This week helped me consolidate my ideas into a more structured plan, especially after discussing monetization strategies and working on early prototyping. The pitch preparation pushed me to focus on clearly communicating my game’s unique features.
* **Milestone:** Completed sketches for the core elements of the game, started documentation for game mechanics, and began pitch preparation. Built a basic game scene in Unity and outlined core game features for the Stage 1 submission.

**Week 5: – W/C 21st October 2024**

Pending

### **November 2024**

### **December 2024**