Weekly Blog Antonio Quesnel

April 3, 2018

Downloaded Unity Model and level scenery

April 4, 2018

Created the level design for the first 3 levels out of four. As well downloaded more scenery scene from the unity store a well as some skybox texture.

April 5, 2018

Created a variable that when the player gets the answer correct for the math question he/she will receive a token. These tokens allow the player to use the spacebar to make the character jump over obstacles. Each jump cost one token

April 6, 2018

Created a obstacle prefab

April 10,2018

Still working to create a script in unity which will allow a player to share their score (the percentage of answer they got right). I have got some resources on how to get this started by using the information on <http://unity3dtrenches.blogspot.ie/2014/07/unity3d-how-to-post-to-facebook-from.html>. I do however, have to modify the code since I will want my variables in the PlayerData.cs to be utilized.

April 11, 2018

Attempted to create the face integration using the tutorial link from April 11, 2018, but the parameter variables are no longer available since 2017. I will have to use Facebook SDK unity integration module.

April 16, 2018

I have put the facebook SDK on hold at this time, so I can focus more on the game itself. I did though, applied the twitter button on the title screen so that players can share this game on twitter. May also apply the twitter button on the gameover screen to share their score.