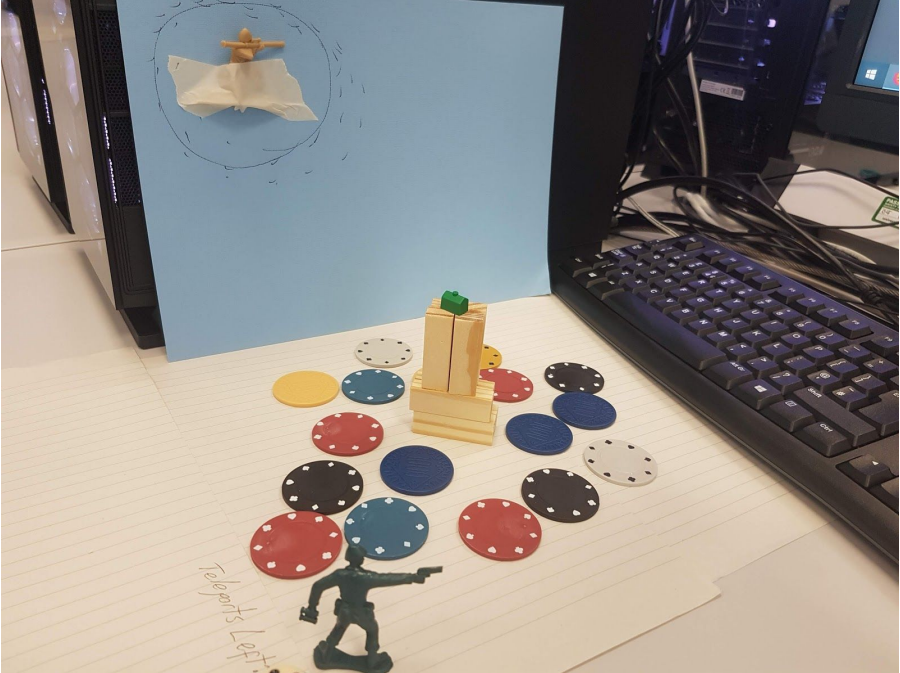| Week Number	Weekly Log	Weekly Planner
1	I started out developing ideas for three different concepts. I finally the third option due to various concerns, For the first I had trouble including a secondary mechanic in a meaningful way. This would have been a third-person shooter using teleportation as a core mechanic. The player would have to run around fighting a main boss and avoiding a number of telegraphed attacks. They would be able to use teleportation to both avoid otherwise unavoidable attacks, as well as gain a vantage point to temporary weak points. 	● Begin implementation of initial prototype ● Gather feedback from peers ● Continue design document

Teleports Left:

For the second one I lack the level design skills needed to pull the design off. This would have been a squad-based puzzle game where the player would have to carefully maneuver the various squad members to help them all escape.
After deciding upon the third option, I set about creating a simple core game loop for it. This went through a number of iterations before I was happy with it. I also came up with a simple premise for the game's theme, expanding upon the initial concept to include potential additional mechanics.
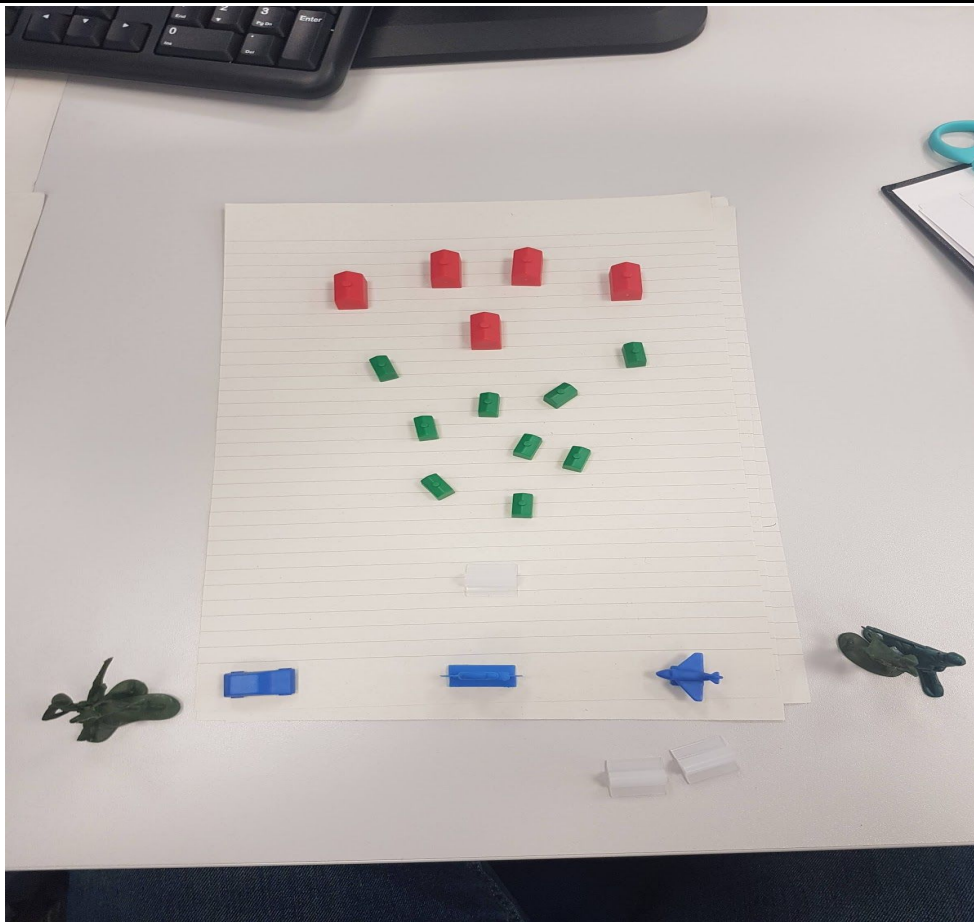
	Finally I started writing up a simple design document for the chosen concept.	
2	This week started with me pitching my design to my peers to receive some initial feedback. As a result of this, the design has been altered slightly to accommodate a different movement model. Before the player would control a shield in a "Breakout" (*Atari, 1976*) fashion where it would simply move horizontally at the bottom of the level. Now I have decided to free up player movement, to allow them to travel all over the board. This also means that the overall level design will change, meaning multiple angles of attack for the enemies, as well as more varied placement of the target objects, which should hopefully make for a more dynamic experience. I also began the ion the implementation of the basic prototype. This involved creating some placeholder 3D models, implementing basic player movement,	• Target Collection • Target UI • Enemy Damage • Enemy Spawn • Waves • Upgrades (All food left over at the end of wave gives points, refreshed at end of week or day) • Alternative Projectiles (e.g. upon first collision, break into three smaller projectiles and spread out)

	creating the basic enemy attacks, target damage, and creating the projectiles with their bounce and decay functionality.	
3	This week I continued on the implementation of my prototype. This included features such as a basic enemy spawner, enemy health system, and a new enemy type. I also altered the enemy's firing pattern to prevent them hitting a fellow enemy on their first throw. In addition, I altered the player rotation controls to use the mouse position instead as this makes the controls far less janky. A basic UI and game-over system was created as well as a simple scoring system. This will be the precursor to the upgrade system which is not yet implemented. The final big changes include an initial blockout for the level as well as the introduction of destructible objects in the form of barricades. These will be upgradeable and purchasable in the Upgrade system later on. Other minor changes include the room size being halved and the projectile size being doubled.	● Gather critiques ● Analyse critiques ● Continue Development ● Refine gameplay based on critiques ● Work on making models and sound effects
4	I began this week by gathering an initial round of feedback from my peers, as well as giving my own for their games. I later collated that feedback into more organised tables to better be able to work from it. I then spent the week making a number of improvements related both to the feedback and also the general polish of the game. In regards to the feedback I lowered the speed of the projectiles to make the game less manic. I also added a UI indicator for the direction of enemy fire which also changes colour to indicate when they are about to fire their projectile. In relation to Kieran's observations on the enemy firing patterns, I also added a range to their firing rate to prevent them all firing at the same time. I also took Cameron's recommendation to add a speed push affect, that lets you better control the direction of incoming projectiles, as well as his request for an inverted mouse option. To facilitate this option as well as provide greater clarity as to both the controls and goal, I create a main menu system with branches for game options and a how-to-play section. This should hopefully make these aspects clearer to the player as initial feedback showed the player did not know what to do. I also made changes not directly related to feedback, that add some greater polish to the game. Firstly I altered the projectiles to prevent damage upon initial firing. This was most important for when the triple-projectile split up as this would cause unintentional mass damage. I created models for the various projectiles types which should help both with the general look of the game as well as informing the player as to their general	● Gather further feedback ● Implement further changes based on feedback ● Finalise more art assets ● Implement wave system ● Write up my critique ● Write-up report

	function, as they found it hard to determine what different projectiles were going to do previously. To accompany the new looks the projectiles also now spin as they fly around to make them look better. A new projectile type is also in development, this should only collide once but cause a large amount of damage. The enemy that fires it will also pick a random target to direct its fire at to make it more dangerous. This is not yet complete however. Finally I also made new models for the surrounding walls to make them look better and more finished.	

5	This week I collected and collated an additional two rounds of feedback from peers.
	A number of issues were also fixed. For instance, the enemies no longer stack up on one spot, they will wait until there is space available before being spawned. The enemy spawning is also now weighted so that more of the easier enemies are spawned than the harder ones.
	A new enemy type was created in the form of a pencil thrower, this enemy faces directly towards a target, throwing a pencil. This pencil has a high cooldown, does not bounce, however it does deal far more damage than any other projectile. Forcing the player to move to block it or immediately lose a target. The other enemies also rotate towards targets, however they have a slightly random variation to ensure they do not all fire exactly the same.
	Also implemented were a number of UI improvements. The first was the addition of a UI indicator of the number of main goal and number of remaining targets. Then I added health sliders to all enemies and target as this was a much requested feature. Then I added a floating score indicator that triggers upon enemy death to alert players to where their score comes from. Finally I added a UI element to the HUD to show the state of the dash charge.
	Moving on from the UI, I also finalised the games models, including a simple enemy and player model, a more refined shield, proper target models, and finally better furniture models and materials.
	Some of the biggest changes come in the form of a wave system being implemented which also then allowed for the new upgrade system to be made. The player can now purchase barricades and an invulnerability powerup for use during the waves.
		● Write up report
		● Source general background music
		● Source sound effects for the following
		    ○ Player dash
		    ○ UI button press
		    ○ Clipboard and staples hitting a target
		    ○ Stapler hitting a target
		    ○ Pencil hitting a target
		    ○ Enemy being hit by projectile
		    ○ Barrier being destroyed
		    ○ Invulnerability activation