|  |  |  |
| --- | --- | --- |
| Week Number | Weekly Log | Weekly Planner |
| 1 | I started out developing ideas for three different concepts. I finally the third option for reasons detailed in the report. After deciding upon the third option, I set about creating a simple core game loop for it. This went through number of iterations before I was happy with it. | Begin implementation of initial prototype, Gather feedback from peers, Start writing up design |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |

This week I started with three potential game concepts. The first of these was a squad-based puzzle game where you would have to carefully coordinate the squad to escape from a series of rooms without falling into a number of traps.

This was scrapped due to the large amount of level design that would be needed to make this an enjoyable and challenging experience, which is something I’m not very skilled in.

The second was a run & gun boss fight game, where in order to avoid telegraphed attacks as well as deal excess damage to a boss’s weak point the player must pinpoint appropriate locations in the environment to briefly teleport to.

This was put off as I struggled to figure how to make the teleportation’s limited in a meaningful way.

Finally I came up with the third concept. This concept combines the “Protect the Target” and “Bouncing Object” mechanics as part of the core gameplay, while also including “Power-ups” as secondary gameplay. Your goal is to protect a number of civilian targets on the ground from an alien onslaught. The alien’s attacks are bouncy projectiles which the player must shield the civilians from and attempt to bounce back upon the attackers to defeat them, in doing so the player can defeat sequential waves of enemies, upgrading their abilities through points earned to defeat the ever harder waves until the civilians eventually are killed and the game is lost. The player will be presented with a score on a local scoreboard.