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| 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. For the second one I lack the level design skills needed to pull the design off. 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. 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. | * Begin implementation of initial prototype * Gather feedback from peers * Continue design document |
| 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” 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, creating the basic enemy attacks, target damage, and creating the projectiles with their bounce and decay functionality. | * Target Collection * Target UI * Enemy Damage * Enemy Spawn * Waves * Upgrades (All food left over at 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) |
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