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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 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. 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 | * Pitched Idea * Altered design to free up player movement (less like space invaders) * Began implementation of initial prototype * Placeholder models created * Player movement implemented * Basic Enemy Attacks Implemented * Projectile bounce and decay |  |
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