Log Book

Week 1:

Aims:

My aim for this week was to lay out the project plan and try and make a start on the track for the auto generated track as I feel this will be the hardest part to do for this project.

Progress:

So far I have generated a track that spawns around 20 track pieces, unfortunately they are all facing the wrong direction and are gapped. I will need to fix this before making progress. I also managed to find a nice suitable terrain to make the game more interesting.

Areas of Improvement:

I will need to readjust the tracks and make them spawn indefinitely and also to make sure that I can find more suitable terrains for the game.

Week 2:

Aims:

I will need to readjust the tracks and make them spawn indefinitely and also to make sure that I can find more suitable terrains for the game. I will also aim to find a car and make sure that it works and has the suitable adjustments made to it so that it meets the specifications.

Progress:

So far I have managed to readjust the tracks so that it lays out in the right direction and that they connect one after the other and that it also goes on indefinitely. I have also found a good car and made adjustments to the controls script so that it is easier to control for the specifications.

Areas of Improvement:

I will need to still find more Terrains to make the variety better for the game and also I will have to find AI cars to make the game more alive

Week 3:

Aims:

I will need to still find more Terrains to make the variety better for the game and also I will have to find AI cars to make the game more alive. This week I also intend to make sure that the game has a close off on the track to ensure that the player does not drive off the course and end up on the terrains with no way off.

Progress:

This week I have managed to find multiple different cars to use for my enemy cars and have adjusted them so that they interfere with the players driving in a number of different ways. One type is like the players car and have a script I made attached to it so it races alongside the player, While another has spikes on the side so that as it races alongside it has a wider area to hit the player and throw them off. The third type is smaller car that floats around after you hit off it so it is more of a disturbance than anything

Areas of Improvement:

I need intend to make sure that the game has a close off on the track to ensure that the player does not drive off the course and end up on the terrains with no way off. I will also need to tidy up the AI cars positions.

Week 4:

Aims:

I need intend to make sure that the game has a close off on the track to ensure that the player does not drive off the course and end up on the terrains with no way off. I will also need to tidy up the AI cars positions. I will also need to alter each cars density levels and readjust the AI cars driving mechanics so that they are more able to drive.

Progress:

I have managed to set up barriers so the player can no longer drive off the course anymore and can now drive correctly. The AI has been adjusted so they can drive correctly and the other enemy cars now respond correctly to being hit by the player.

Aims:

I am going to have to tidy up the remaining parts of the game so that it is a more complete finished product.

Week 5:

Aims:

This week I intend on finishing up the game and smoothing out any problems that may remain in it. I also intend to complete AI working with way points

Progress:

I have managed to alter the terrain so that it is now part of the track and the player must avoid chunks of terrain as they drive down the road, The floating cars remain part of the games charm and also provide a different experience with each play through. Allowing the player to drive into the many way they see fit. I also completed getting the cars working with waypoints