**11.9**

-Decided the two aesthetic goals: challenge and masochism.

1. Challenge: The game as obstacle course, to give difficult tasks to players which are achievable in efforts and with skills.
    1) Success: Players want to win and feel it no easy win; players are receiving positive feedbacks(e.g. score, equipment) and move closer to win after passing an obstacle ; it becomes a little easier to win for players in the next runs by playing and practicing.
    2) Failure: Players are easy to win; players can't measure their progress and improvement toward victory.
2. Masochism: The game is designed intentionally to be hard to win and players feel both frustrated and a weird sense of satisfaction after losing and have the impulse and willingness to restart and try harder to do better(and lose again).
    1) Success: Players are hard to win and want to play again and lose again.
    2) Failure: Players are easy to win; the obstacles can be avoided by mindless tricks

-Decided the game: NS–Shaft.

**11.10**

-Wrote the core loop: aiming for the next pedal, wait for proper time to move to it, pass the current floor, avoid being out of screen, avoid orb, land on the next pedal.

**11.11**

-Wrote a to do list for the game and found the sprite and the sounds.

**11.12**

-Implemented the ball, pedal prefabs.

-Implemented the ball controlled by arrow keys.

-Implemented the pedal moving from bottom to top.

-Implemented the Floor(Score) and the Record function.

-Implemented the game restart function when pushing ESC.

-Finished most part of the scripts.

**11.13**

-Fixed the bug that the score increased more than one on a pedal.

-Fixed the bug that the ball stop falling when pushing the arrow keys.

-Implemented the sound when gaining the score.

**11.14**

-Implemented the orb prefabs and scripts.

-Implemented the game stop event when losing(collision to orb or out of screen) or winning(passing 100 floors).

-Implemented the text showing event when losing or winning and realized the rich text feature.

-Finished the scripts and settings in the editor.

-Played my own game for a while and modified the parameters(e.g. velocities, intervals).

**11.15**

Wrote postmortem: I originally want to implement a simple version of NS-Shaft, in which you move character to avoid collision of obstacle and land on next pedal and gain score. The goal was achieved mostly by the end, to make a simple game to move and avoid something and

landing to next floor to gain score. Most of things went right, except for that I didn't find a satisfying way to implement the "jump" movement without interrupting the other movements. What I wish to know at the start of the project is that the settings and operations in the editor are as significant as programs in the C# scripts. I learned that lessons now, as well as some cool tricks and tools in unity such as the rich text.