Date: Sunday 12/01/2020

What did I do yesterday?

I finished the introduction by writing a brief history of destructible environments. I also finished writing about the first technique. I read some articles about destructible environments, about the history, how they were used in a particular game called X-morth:defence and if destructible environments should be considered based on the game’s design.

What am I going to do today?

I am going to finish the article of x-morph:defence and start reading about marching cubes, voronoi tessellation and convex decomposition.

What was blocking me from doing it?

I wanted to finish the introduction so I could move on to the techniques so the games that featured destructible environments and brief history took much longer that what was planned for.