

**Spike:** Task 30

**Title:** Custom Project Plan

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## Instructions

From Doubtfire: "You must create a short plan document that describes what you plan to do in your custom project, and in particular identifies what artefacts you will create, including documents, working code or other items such as videos, that demonstrate what you have achieved. This plan document will count towards your credit outcomes, even if you do not implement a custom project."

## Custom Project Plan

This year as part of the capstone units for my BA. Games and Interactivity, along with the rest of my teammates in Under Ctrl, I have contributed to the development of the game *Get the Fog Out*, a small-scale RTS where you seek to repair your ship and escape a desolate planet before a hostile fog can kill you. I was one of the programmers for it, programming the fog, tutorial, and dialogue system.

For my custom project, I plan to dissect scripts related to those areas in a post-mortem of my contributions to *Get the Fog Out*. Referring to data structures and software patterns mentioned in the lectures, I shall go through those scripts and identify where particular structures and patterns have been used currently or in the past, how they were implemented and why, and - knowing what I do now thanks to this unit - whether those choices of structures, patterns and their implementation were optimal, why or why not, and any improvements I would make were we to recreate *Get the Fog Out* again from scratch or further develop it after submission. I do not plan to cover our design decisions or the rationale behind them and any changes I'd make there except as they relate to choices of data structures, patterns, or pattern implementation.

## Technologies, Tools, and Resources to be Used

- Mozilla Firefox (for conducting the research for the report, using Google Scholar, the Swinburne Library and other online resources as appropriate to gather information required for this report).
- Unity 2019.1.8f1 (to open the Unity project and run the code).
- Visual Studio 2019 (to examine the code).
- Microsoft Word (for writing the report).
- Learning materials on Canvas (for informing the report where appropriate).

## Deliverables / Artefacts to be Produced

- The source code of *Get the Fog Out*, copied from the Under Ctrl repository and encapsulated in a .zip file (if it will fit in my Games Programming repository; if it doesn't, I shall submit only the scripts, with the ones relevant to this report prioritised if even then I am pressed for space).
- The latest build of *Get the Fog Out*, encapsulated in a .zip file (again, if repository storage space permits; if it doesn't, I'll still have a link to my portfolio, which will have the latest build uploaded).
- A PDF report document outlining the scripts I have contributed to and will discuss, the structures and patterns I used in those scripts, how they worked out, and any improvements that I would make in future.