

	Criteria	Grade claimed	Supporting arguments	Supporting evidence (refer to appendix if needed)
Basic	Professional Behaviour		Being a team leader need to be professional and respectful so that all members felt appreciated and involved in a professional environment.	
		D	As a team leader I had to host meetings and coordinate professional communication between the team and stakeholders of the project, eg. Product owner, supervisors, and expert panel.	Scheduling weekly / fortnightly meetings with team and product owner. Taking notes from meetings with product owner for task creation, feedback and removal suggestions from product owner. Notes in appendices.
		D	I oversaw project management, which meant that I actively updated the trello board so that members will not impede on others work. This meant that myself and the team progressed projects without any setbacks or confusion. I hosted meetings with members and demonstrated how we will be commenting, tagging, assigning and communicating using trello and Microsoft teams. Now the team actively communicate over the project management tool.	Trello board can be found in the appendices section, listing the updates that were completed by myself and the team. https://trello.com/b/gNlzJ7ax/escape-room-game-the-island-trello
	Accountability (Worklogs)	D	Currently I have committed 85.9 hrs of work to the project. As such, this means I am on-track in hitting above 120 hours of work by the end of the semester.	Worklog with all my commitment and hourly progress can be found using the link in the appendices section.
	Attendance	D	My attendance is currently at 100 percent attendance rate. This is so high because I am a team leader so it is essential to attend meetings as well as	Attendance log link can be found in the appendices section.

			leading members. As such, this means I am adhering to the 90% or greater attendance rate.	
	Engagement	D	<p>I was actively involved in the team activities as I was the member primarily creating them and assigning them to members interested in completing those dedicated tasks.</p> <p>I was also monitoring each task in trello so I can see the progress of each task in meeting iteration objectives.</p> <p>I also arranged trello in the format that the team was able to tell identify the future tasks as well as the tasks planned in the next iterations.</p>	<p>Please refer off trello board in appendices.</p> <p>Please refer off the communications shared between me and the team in terms of my engagement.</p>
Core	Communication	HD	Actively communicated with all stakeholders of the project. These stakeholders included the development and design teams, the product owner, academic supervisors, and expert panel. I hosted and scheduled meetings so that all stakeholder could liaison and communicate with each member. Being able to hold all communication channels, myself and the team were able to easily discuss all project deliverables in depth and delivered information effectively to outside sources with ease.	Please refer off the continuous communication and discussion from myself to the team in the Microsoft team's channel with updates to meet project deliverables.
	Teamwork	HD	As a team leader I was providing continuous support to all members of the group. I had multiple peers reaching out to me to request support.	Please find examples of the ongoing support in Microsoft teams and discord.

			<p>I happily did this via messaging and through our discord channel. Whenever someone wanted to chat, I'd be in the channel.</p> <p>I additionally held multiple informative sessions with juniors wishing to learn how to do the individual retrospective. I happily ran them through what needs to be summarised as well as the process of explain and providing evidence to committed work.</p>	
	Process	D	<p>As a senior is it was up to me to walk the juniors through following the processes of fetching, pulling, and pushing to the dedicate branches aswell as following updates. This was the same process and contributions that I followed and as such allowed each member and myself to work as effectively as possible without risks of merge conflicts.</p>	<p>The processes and procedures were followed correctly. Please refer off our SourceTree repo. Bitbucket link with listed commits can be found here:</p>
	Product	HD	<p>Committed a pluthera of tasks within this iteration which contributed towards the meeting design deliverables whilst also following the correct process. I had created new 3d animal models, rigged the models and also animated them based on their characteristics. Eg. Bird will fly, Snake will slither, and rat will run.</p> <p>As such I also created new graphics for attacker messages that display on the screen whilst also creating new icons for the game with</p>	<p>Please refer of all completed deliverables in appendices.</p> <p>All contributions can be found within bitbucket under the 2021_T1_ Design branch.</p> <p>My completed work consists of animating the UI so Title bounces up and down, menu buttons bounce on touch, new slick dynamic button designs, Animal creation, rigging animation, warning graphics, and icon design and implementation in installation.</p>

			Arsha. All these tasks took more than 40 hours to complete, however the continuous contribution to the group accelerated towards completing the project and its design deliverables.	
		D	As a team leader I am expected to participate significantly in team discussion especially when speaking to the expert panel and other stakeholders. As such, I have been happy to answer any questions that were thrown my way and happy to receive constructive criticism to be the quality of the app.	Evidence of this commitment to the project discussion can be found in the weekly meetings between myself and the team as well as in the previous academic supervisor meetings with myself, Yong, and alexander.
	IT Skills	HD	I provided exceptional IT skills relevant to my unit by animating animals with ease as well as creating info graphics and warning messages when an attacker approaches the player. As such, I have proven my excellence in my design skills by providing quality work.	The exceptional design work I completed can be found in the Product Screenshots in the appendices section. Additionally, the videos of working animations can be found in the squad iteration 1 presentation.
Advanced	Self-Awareness	HD	I was able to identify my strengths using blender and animations and as such implemented this into creating successful design work. Now the snake slithers, the bird flies and the rat runs realistically.	This design work can be found in slides 10 – 13 of the squad iterations slides.
	Project Management	HD	I participated wonderfully when maintaining the project and its progress. As such, any new ideas, I created in trello as new cards. I assigned corresponding members based on their upskilling behaviour and assigned the labelled group to complete	Please refer off the trello screenshot within the project management section in appendices.

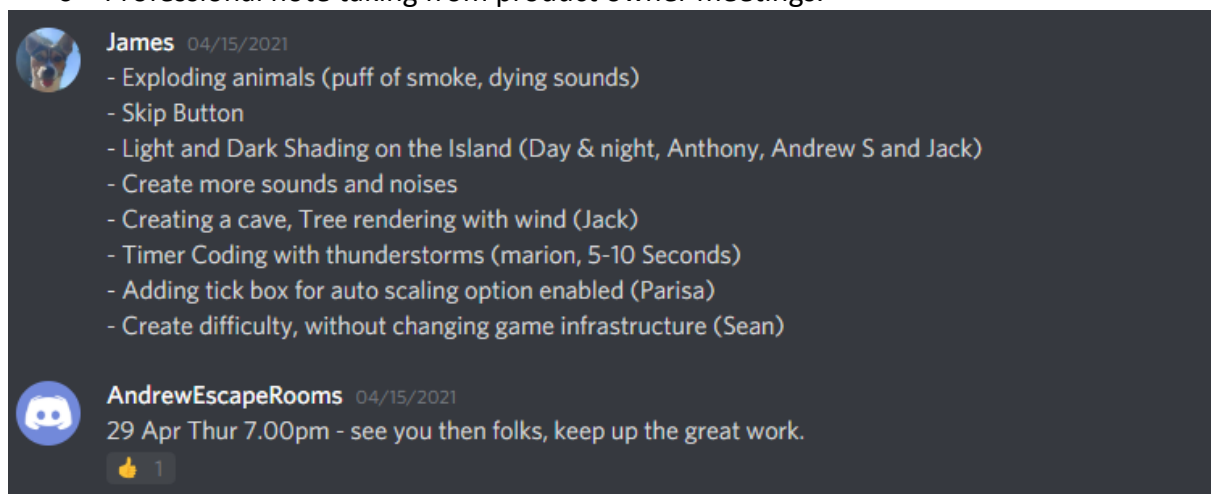
			the tasks, eg Development team, design team, etc. I also assigned story points for the degree of time and difficulty it'll take for completion of that task.	
	Mentoring	HD	Provided exceptional mentoring help by showing other juniors how to complete an individual retrospective, how to animate using blender, how to use photoshop effectively.	A lot of this was completed in discord over joining a channel for discussion, however evidence can be found in our last Thursday 7pm meeting recording.

My goals for the next iteration is to completely import all the attacker 3d models and animations to replace the original rat , bird and to add in a snake. I am planning to also create another animal in which is a low poly spider. I would love to learn how to animate a spider and to recreate its crawling style and have that imported into the game. I would also love to assist implement audio into the 3d cinematics as well as provide further exceptional project management. One thing I wish to improve on further includes adding in my own custom C# script so videos can be played via youtube in the how to play scene scene without removing users from the game entirely. This is just some of the hard objectives I am wishing to achieve. By the end of the next iteration. We are continuously creating new tasks from peer students, the product owner, academic supervisor, and the expert panel. I am looking forward to innovating the game further with the team.

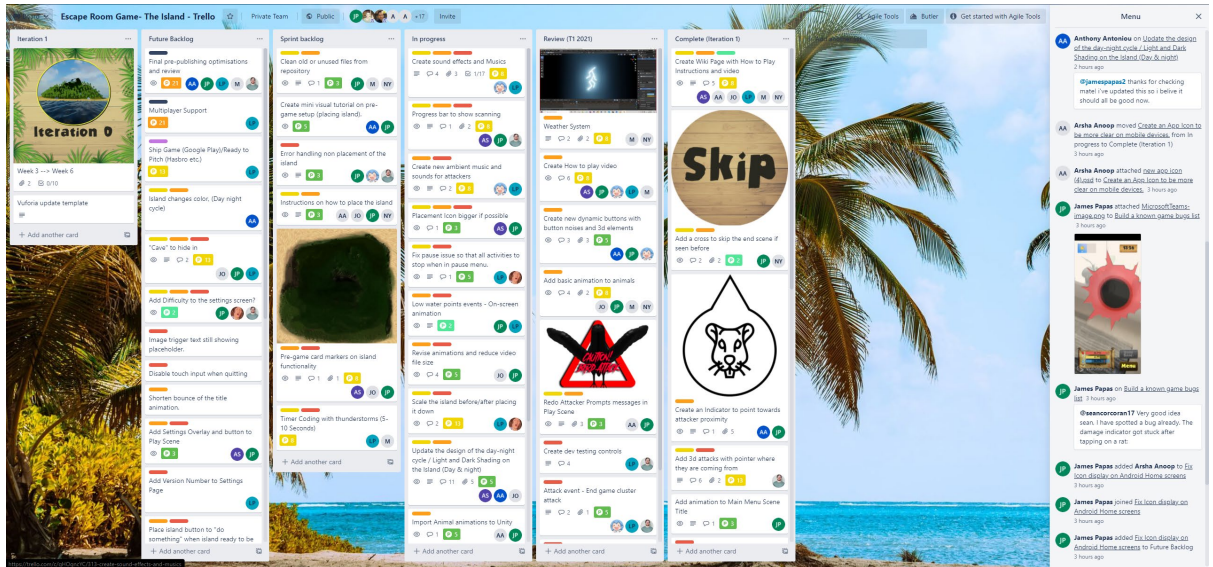
Appendices (if any)

Professional Behaviour:

- Professional note taking from product owner meetings.



- I oversaw, trello and thus was in charge of having an organised trello so work is not impeded and so the team can effectively progress tasks by being up to date. <https://trello.com/b/gNlzJ7ax/escape-room-game-the-island-trello>



Accountability

- Worklog was essential to monitor commitment in hours and to measure progress over time.

<https://deakin365.sharepoint.com/:x:/r/sites/DeakinCloudVentures/Shared%20Documents/Escape%20Room%20Games%20-%20The%20Island/Trimester%201%202021%20-%20Work/Worklog%202021%20T1.xlsx?d=wdb4a73bb88274b229939e8a593b1ea2b&csf=1&web=1&e=AeKYTJ>

Student	Work Hours
Andrew Samothrakitis	41.7 hrs
Anthony Antoniou	43.5 hrs
James Papas	85.9 hrs
Jack Robert Oberstar	54.2 hrs
Jonathan Vieri	40.7 hrs
Levi Peters	57.2 hrs
Marion Perera	62 hrs
Naadhish Yahya	61.5 hrs
Sean Corcoran	81.5 hrs
Parisa Nafis	63.7 hrs
Arsha Anoop	55.4 hrs

Attendance

- Attendance log of attending meetings with team, product owner, academic supervisor, and expert panel.

<https://deakin365.sharepoint.com/:x:/r/sites/DeakinCloudVentures/Shared%20Documents/Escape%20Room%20Games%20-%20The%20Island/Trimester%201%202021%20-%20Work/Attendance%20Log.xlsx?d=wdb4a73bb88274b229939e8a593b1ea2b&csf=1&web=1&e=AeKYTJ>

[%20Work/Group%20Attendance%20Log%202021.xlsx?d=wdcf04d66d50e4cbca4c9a882c6e2388d&csf=1&web=1&e=pF3gjB](#)

		Week 3 Commencing Monday 22/03/21					Week 4 Commencing M		
		Scheduled			Additional		Scheduled		
Attendance %	Student	Tue 7 PM	Tue 8 PM	Thu 7 PM	Thu 8 PM		Tue 7 PM	Tue 8 PM	Thu 7 PM
100.00	Andrew								
100.00	Anthony								
100.00	Arsha								
100.00	James								
100.00	Jack								
100.00	Jonathan								
87.50	Levi								
100.00	Marion								
93.33	Naadhish								
86.67	Sean								
90.91	Parisa								

Engagement

- My engagement in Microsoft teams, further engagement in activities and project planning can be found in the group trello board.

JONATHAN VIERI 1:06 AM
Hey guys, I finished the how to play video! Lmk if there is something that needs fixing 🤔

The Island - How to Play.mp4

MARION PERERA 4:21 AM
Weather Systems - Thunder Storm Completed.
Committing Now

NAADHISH YAHYA MUHAMMADU YAHYA 4:48 AM
JAMES NICHOLAS PAPAS
Hi NAADHISH YAHYA MUHAMMADU YAHYA it'll be to the play scene. You can find this under Assets > Scenes > Playscene and just create a new folder called weather system
Hey **JAMES**, got a problem here. The Weather Systems is developed on Blender. So, is it the same file path we have to export the .blend files to do the commit?

MARION PERERA 6:18 AM
Hey guys, added a new slide for Weather Systems in Iteration 1 presentation.

10:22 AM
JONATHAN VIERI
Hey guys, I finished the how to play video! Lmk if there is something that needs fixing 🤔 [File: The Island - How to Play.mp4]
Well done Jonathan, this looks qonderful! Great work team 🤔


ANDREW SAMOTHRAKITIS 10:22 AM
Yeah **JONATHAN VIERI** the video looks great!!
I will add it to the wiki and game today

10:25 AM
NAADHISH YAHYA MUHAMMADU YAHYA
Hey **JAMES**, got a problem here. The Weather Systems is developed on Blender. So, is it the same file path we have to export the .blend files to do the commit?
When we had the meeting on Thursday there was a video we went through that enabled whether animation without using blender. So this was initially shared to the team in what was envisioned by the weather element.
https://www.youtube.com/watch?v=xk86yzCBfgw&ab_channel=DevDuck
Unity 2D Rain Tutorial [2019] - YouTube
Welcome to another tutorial! In less than 5 minutes I'll show you how to create a simple...
www.youtube.com
I'd love to see what you have come up with though 🤔


JONATHAN VIERI 10:55 AM
Thanks guys 🤔 **JAMES NICHOLAS PAPAS** ANDREW SAMOTHRAKITIS
Props to Andrew for the script ❤️

Communication

- Communication transcript between myself and the team. This information was additionally shared with product owner and academic supervisor. As such, there was continuous updates from my end.

4/19 2:36 PM  3

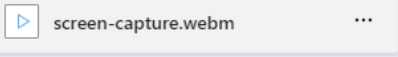
Hi Guys, just a friendly reminder that this week is the final week to complete your tasks before the iteration 1 demo. This means that we are gonna have to work extra hard to produce work towards the project. Additionally to this I will be submitting the work onto my on track, so if members put in little to no effort, this will be reflective in the marks you get. Im sure you guys will do great because we have a great group, but we strongly encourage members to try as hard as possible to meet their deadlines. You're all champions!


4/19 7:03 PM  1

jumping in discord now guys for anyone who wants to chat


4/19 9:51 PM

hey guys I have made a smaple video of how my rigging is going so far with improving animal animation

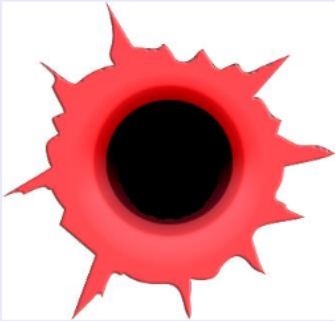
 screen-capture.webm ...


 JONATHAN VIERI 4/19 11:24 PM
That looks pretty solid, good work James!

April 20, 2021

4/20 9:58 AM  5


Hey guys I have created the new damage indicator to display when you tap on an enemy, let me know thoughts




 ANDREW SAMOTHRAKITIS 4/20 10:33 AM
The indicator looks pretty good but will it come up when the animal dies?

4/20 10:33 AM


No ANDREW SAMOTHRAKITISitll pop up and fade every time you tap on an animal

 ANDREW SAMOTHRAKITIS 4/20 10:34 AM
Oh okay that sounds mad

 LEVI PETERS 4/20 10:44 AM
Looking good James. Keep up the awesome work!

Teamwork


- Provided outstanding support to other students in the team.

 **MARION PERERA** 4/21 9:34 PM
Hey james! How you doing?

I need your help with blender to start designing thunder storm


Could you let me know when you are free?

4/21 10:55 PM
hi marion what do you need help with

 **MARION PERERA** 4/21 11:00 PM
I need a hand to import the island to blender so I can start designing the thunderbolt

April 22, 2021


4/22 2:30 PM
ok just a question Marion. Would it be easier to create a 2d animation that just plays as an overlay over the island. I feel like we don't necessarily need it to be created in blender because it may not be directly importable

 **MARION PERERA** 4/22 2:36 PM
oh okay

So you want me to design it on photoshop is it?

<https://youtu.be/LB0dphDcC7g> This is what I as planing on doing


4/22 2:39 PM
That looks really complex and I dont think that a phone will be able to handle such vivid objects like that

 **MARION PERERA** 4/22 2:40 PM
That makes sense

So what would you suggest?

4/22 2:43 PM
I was thinking something like this https://www.youtube.com/watch?v=xkB6yzCBfgw&ab_channel=DevDuck


and you could add in random lightening effects using lightening bolts and random seed

 **MARION PERERA** 4/22 2:49 PM
Oh okay

This is doable

Thanks James, I'll give it a try

4/22 2:49 PM
itll be much more doable

 **MARION PERERA** 4/22 2:49 PM
Yep yep

Hi Naadhish

NY

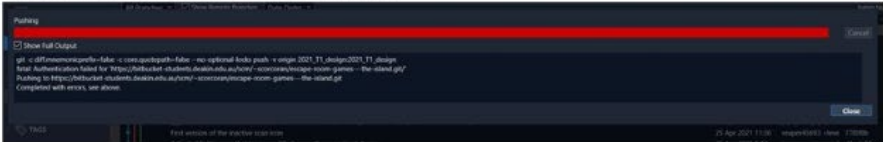
NAADHISH YAHYA MUHAMMADU YAHYA 6:40 PM
Need some help over here

6:40 PM
What would you like help with?

What would you like help with:

NY

NAADHISH YAHYA MUHAMMADU YAHYA 6:40 PM



I am getting this error when I push it.

Any idea what I am doing wrong?

6:40 PM
Can I see your full screen?

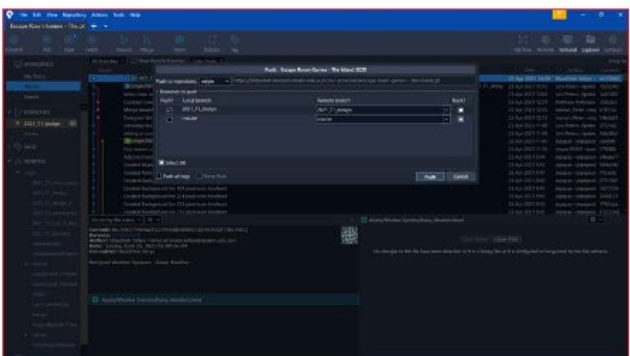
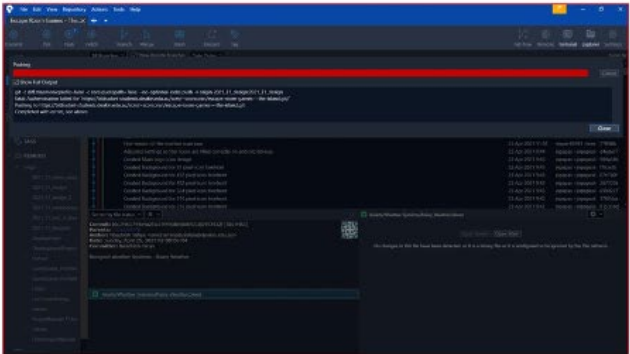
NY

NAADHISH YAHYA MUHAMMADU YAHYA 6:40 PM
Sure

6:41 PM
It may be because there are pull request

NY

NAADHISH YAHYA MUHAMMADU YAHYA 6:41 PM



Can you please click fetch, then pull, and then try pushing?

NY

NAADHISH YAHYA MUHAMMADU YAHYA 6:42 PM
I made sure to pull everything before I pushed this.

But let me try Fetch - Pull - Push again.

6:43 PM
ok sweet

also have you opened the game up in unity yet, has it been all working?

NY

NAADHISH YAHYA MUHAMMADU YAHYA 6:47 PM
No luck. Same error again.

Yes, I did open. It was all fine

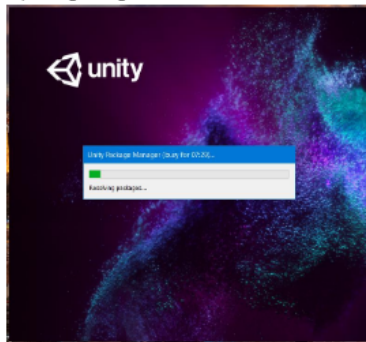
Do you want me to try opening the game on Unity again?

6:48 PM
hmmm strange

6:48 PM
I think it may be because you may not have write access hold up 1

NY

NAADHISH YAHYA MUHAMMADU YAHYA 6:53 PM
Opening the game.



6:53 PM 1
great

7:29 PM
Hi naadhish Ive given you write access now, please try pushing again if possiblke 1

NY

NAADHISH YAHYA MUHAMMADU YAHYA 7:33 PM
Trying now...

BTW game works good.

7:34 PM
Sweet as!

Thats good to hear

Process

- The processes were followed between sourcetree and trello. Whatever myself and the team completed and committed to the project was also commented on and attached in the trello card. https://bitbucket-students.deakin.edu.au/users/scorcoran/repos/escape-room-games---the-island/commits?until=refs%2Fheads%2F2021_T1_design&merges=include

Graph	Description	Date	Author	Commit
Uncommitted changes		25 Apr 2021 20:21		
Initial code setup for random button sounds	Merge branch '2021_T1_design' of https://bitbucket-students.deakin.edu.au/scm/~scorcoran/escape-room-games---the-island into 2021_T1_design	25 Apr 2021 17:48	Levi Peters <lpeter@students.deakin.edu.au>	152d64d
Updated overlay coordinates and changed opacity		25 Apr 2021 17:21	Anthony Antoniou	25dcbcc
Merge branch '2021_T1_design' of https://bitbucket-students.deakin.edu.au/scm/~scorcoran/escape-room-games---the-island into 2021_T1_design		25 Apr 2021 16:39	marion, Peter <ms@students.deakin.edu.au>	67b33c6
Designed Weather Systems - Thunder Storm		25 Apr 2021 16:43	marion, Peter <ms@students.deakin.edu.au>	3463a8f
removing test file		25 Apr 2021 16:18	Levi Peters <lpeter@students.deakin.edu.au>	2f223a2
testing a commit		25 Apr 2021 16:16	Levi Peters <lpeter@students.deakin.edu.au>	86a3da7
First version of the inactive scan icon	Replaced Video Player image in how to play to a more realistic youtube thumbnail	25 Apr 2021 16:10	jppages <jppages@students.deakin.edu.au>	caaf4af
Adjusted Settings so that icons are filled correctly on android devices		25 Apr 2021 16:06	request5003 <ileve@students.deakin.edu.au>	7798f8e
Created Main Logo icon design		25 Apr 2021 14:14	jppages <jppages@students.deakin.edu.au>	d4eda77
Created Background for 81 pixel icon forefront		25 Apr 2021 14:13	jppages <jppages@students.deakin.edu.au>	984a54b
Created Background for 432 pixel icon forefront		25 Apr 2021 14:13	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 328 pixel icon forefront		25 Apr 2021 14:13	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 216 pixel icon forefront		25 Apr 2021 14:13	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 216 pixel icon forefront		25 Apr 2021 14:12	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 162 pixel icon forefront		25 Apr 2021 14:12	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 162 pixel icon forefront		25 Apr 2021 14:11	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 108 pixel icon forefront		25 Apr 2021 14:11	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 108 pixel icon forefront		25 Apr 2021 14:10	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 81 pixel icon background		25 Apr 2021 14:10	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 432 pixel icon background		25 Apr 2021 14:10	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 342 pixel icon background		25 Apr 2021 14:09	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 216pxl background		25 Apr 2021 13:56	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 162pxl icon		25 Apr 2021 13:56	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Background for 162pxl icon		25 Apr 2021 13:53	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Forefront and backfound folders for icon purposes		25 Apr 2021 13:53	jppages <jppages@students.deakin.edu.au>	67b33c6
Created Logo folders so all icons sizes are correct on all devices		25 Apr 2021 13:49	jppages <jppages@students.deakin.edu.au>	67b33c6
Added in local metadata for cinematics		25 Apr 2021 13:48	jppages <jppages@students.deakin.edu.au>	67b33c6
Added in local metadata for cinematics		25 Apr 2021 13:47	jppages <jppages@students.deakin.edu.au>	67b33c6
Added Video to HowToPlay Scene		25 Apr 2021 12:54	Andrew Samothral	6e3535e
Created Background logos for android home screens		25 Apr 2021 12:35	jppages <jppages@students.deakin.edu.au>	67b33c6
Alternative location of files		25 Apr 2021 12:23	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Added videos into unity		25 Apr 2021 12:19	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Slowed down playback of animations to 75%		25 Apr 2021 11:52	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Compressed Deathscene MP4		25 Apr 2021 10:45	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Rendered out uncompressed death scene animation		25 Apr 2021 10:42	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Revert "2 Part upload"		24 Apr 2021 23:45	joberkter <joberkter@students.deakin.edu.au>	67b33c6
2 Part upload		24 Apr 2021 23:30	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Render completed. Some folder structure tidy up has also taken place		24 Apr 2021 23:21	joberkter <joberkter@students.deakin.edu.au>	67b33c6
Added in flux files to resources tab in unity		24 Apr 2021 23:01	jppages <jppages@students.deakin.edu.au>	67b33c6
Converted Snake animation into flx file for animation purposes in unity from blender		24 Apr 2021 22:54	jppages <jppages@students.deakin.edu.au>	67b33c6
Converted Bird animation into flx file for animation purposes in unity from blender		24 Apr 2021 22:54	jppages <jppages@students.deakin.edu.au>	67b33c6
Saved animal animations in eevee render for easier import		24 Apr 2021 22:53	jppages <jppages@students.deakin.edu.au>	67b33c6
Added in snake texture to snake 3d model		24 Apr 2021 22:45	jppages <jppages@students.deakin.edu.au>	67b33c6
Saved unity so game opens up in menu screen		24 Apr 2021 22:23	jppages <jppages@students.deakin.edu.au>	67b33c6
Added in Jonathan's Button Click noises to repo		24 Apr 2021 22:09	jppages <jppages@students.deakin.edu.au>	67b33c6
Replaced Bird Attack spittle message in game		24 Apr 2021 19:36	jppages <jppages@students.deakin.edu.au>	67b33c6
Final render added into repo		24 Apr 2021 19:30	jppages <jppages@students.deakin.edu.au>	67b33c6

Product

- The tasks I independently completed are listed from slides from slides 10 – 13 in squad retro ppt.

<https://deakin365.sharepoint.com/:p:/r/sites/DeakinCloudVentures/Shared%20Documents/Escape%20Room%20Games%20-%20The%20Island/Trimester%201%202021%20-%20Work/Iteration%20Presentations/Iteration%201.pptx?d=waf87d545afe842838dc71679365c6a26&csf=1&web=1&e=fEhYcT>

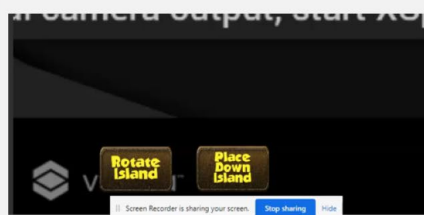
User interface and menu

Main menu screen:

- Created new Stylised buttons to replace static old ones. Buttons made with water textures, themed colours, bevels and engraving in photoshop.
- Created new touch button animations to PlayButton, HowToPlayButton, SettingsButton, and QuitButton.
- Added bouncing animation to Title

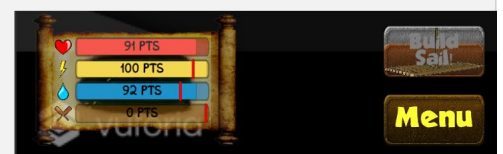
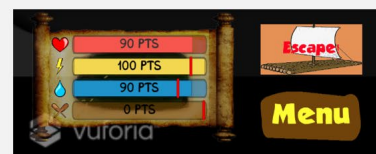


User interface and menu cont.



Game setup:

- Removed Start Game button, unless island is placed. Then the button will be activated to start.
- Removed all static buttons in the play scene to match the same buttons in the main menu screen.
- Ditched the back icons in buttons and just kept the button and text.

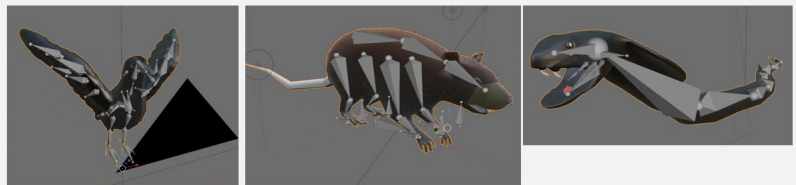
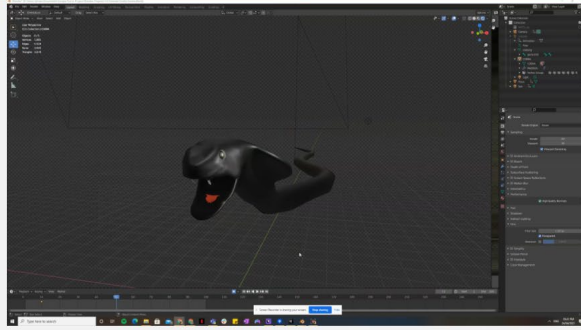


In-game screen:

- Implemented new button design to replace the menu and Build
- Changed

Blender Animation and New Re-designed Animals

- Each animal was re-designed and animated using blender's eevee and cycles rendering tools.
- Each animal share low poly shapes for mobile optimization purposes.
- Snake was created and imported into the game for the first time.
- Each animal was animated using rigging, keyframes, and bones.
- Next step are to import these objects and animations to replace current in-game attackers



Attacker Messages

Rat attack inbound!



Watch out for the bird!



Snake attack inbound!



From Old to New Designs:

- Completely re-designed animal attacker messages.
- Added in new sinister fonts to display when animals enter the game to attack the player.
- Each animal graphic was created using photoshop and rendered using blender's cycles renderer.
- Tried to adopt caution signage that the average person will see in signage on the side of the road.

Project management

- An example in trello of the Labels, members, comments, attachments, story points all assigned by myself.

Update the design of the day-night cycle / Light and Dark Shading on the Island (Day & night)

in list [In progress](#)

MEMBERS

STORY POINTS

5

Description

Edit

Fade into and out of night time slowly

Attachments

Screenshot 2021-04-24 172927.jpg

Added yesterday at 17:29 - [Comment](#) - [Delete](#) - [Edit](#)

NightOverlay.png

Added 22 Apr at 19:45 - [Comment](#) - [Delete](#) - [Edit](#)

Night Overlay (png).png

Added 21 Apr at 20:50 - [Comment](#) - [Delete](#) - [Edit](#)

Day Overlay (png).png

Added 21 Apr at 20:50 - [Comment](#) - [Delete](#) - [Edit](#)

[View all attachments \(1 hidden\)](#)

Add an attachment

Activity

Show details

Write a comment...

Anthony Antoniou 4 hours ago

@jamespapas2 thanks for checking mate! i've updated this so i belive it should all be good now.

James Papas yesterday at 23:17

Hi @anthonyantoniou7 I tested the game on mobile and the bottom quarter of the screen is cropped without the overlay. Is it possible to also lessen the alpha aswell so its just a slightly more transparent? thanks mate great work btw worked perfectly

SUGGESTED

ADD TO CARD

POWER-UPS

BUTLER

ACTIONS